

Tracy Beaty

UX Designer & Researcher

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Experience

UX/UI Design Intern | January 2025 - May 2025

Treevah · Chicago, IL (remote)

SaaS File Management Startup

- Coordinate deliverables and testing timelines aligned with Agile sprint plans for both AI and mobile teams.
- Conduct user research including interviews, usability testing and surveys; synthesize findings to guide design.
- Collaborate with designers and developers to develop an AI-powered file manager; design wireframes and mockups using Figma.

Freelance AI Data Specialist

November 2024 - present

Stellar AI · Remote

Data Annotation & AI Training

- Apply Reinforcement Learning from Human Feedback (RLHF) to optimize machine learning models.
- Ensure model responses meet ethical and legal standards (harmlessness, truthfulness, etc.).
- Engage in prompt engineering and peer quality assurance of prompts and feedback.

Projects

UX Designer & Researcher

June - August 2024

Design Framework: Silver Design

Developed a design framework tailored for senior users by integrating insights from a comprehensive literature review, competitive analysis, nine user surveys, and four usability tests. The framework prioritizes accessibility and inclusivity, aligning with WCAG and ARIA guidelines to ensure optimal usability and interaction for older adults.

Education

DePaul University

Human-Computer Interaction

September 2022 -August 2024

University of California, San Diego

Cognitive Science

Minor: Business & Psychology

September 2022 -August 2024

Skills

Design

Wireframing

Prototyping

User flows

Storyboarding

Information Architecture

Ideation

Mobile Design

Responsive Design

Research

Surveys

User Interviews

Usability Testing

Heuristic Evaluation

Cognitive Walkthrough

A/B Testing

Contextual Inquiry

Tools

Figma

Axure

Adobe XD

Atlas.ti

Qualtrics

Optimal Workshop

Development

HTML/CSS

Bootstrap

Webflow

Wordpress