Cybilina Adamczyk

Mobile: 07812345678
Email: cadamczyk@nomail.co.uk

Personal Statement

Third year Interactive Media student at the University of York, with a particular interest in Human-Computer Interaction, and a passion for experimental design and research. While studying, developed a skill set relevant to user experience and data analytics, such as: design and spatial skills, research methods and coding. Through work experience, had an opportunity to grow these skills further, in addition to developing excellent cooperative and customer service skills. Demonstrated concentration and resilience to see projects through to a successful completion. Interested in finding innovative solutions to problems in a digital industries sector in the future. Currently seeking an internship opportunity to further develop skills in the area of User Experience Design.

Education and Qualifications

MSc: Human Centred Interactive Technologies, Department of Computer Science, University of York, UK. Oct 2018 - Jun 2019
Dissertation: 'Immersive Digital Worlds: The Influence of Player's Expectations on the Gaming Experience'

BSc: Interactive Media, Department of TFTV, University of York, UK. Oct 2015 - Jun 2018
Dissertation Proposal: 'Immersive Digital Worlds: The Influence of Player's Expectations on the Gaming Experience'

A-Levels:
- B in Physics and Computer Science, C in Maths

AS-Levels:
- C in Further Maths; A* in Extended Project Qualification

GCSEs:
- A* in ICT and History, A in English Literature, Mathematics, Biology, Physics, English Literature and Humanities; B in Geography and French

Relevant Experience

UX Assistant, Deep Valley Warehouse, Bradford, UK. Jun 2017 - Sep 2017
- Organised monthly usability sessions in relation to the web and development team's priorities
- Managed the methodology and planning of usability sessions to ensure quality data collection
- Recruited hundreds of customers to find the right users for the research sessions
- Transformed raw data into six structured reports to help identify themes and conclusions
- Presented key insights and ideas from user research to the wider web and development team
- Co-ordinated the operation of the on-site testing programme

Pay Per Click Intern, Easy Peel Solutions, Coventry, UK. Jun 2016 - Sep 2016
- Data collection and analysis
- Built effective data-driven marketing campaigns, increasing the number of clicks by 280%
- Managed four successful projects including Search Engine Optimisation and PPC services for high profile clients

Other Work Experience

Barrista, Beanata Coffee, Pocklington, UK. Dec 2015 - Jun 2019
- Developed excellent customer service skills, being polite, friendly and tactful at all times
- Ordered stock, cashed up the till and assisted in rota planning of ten staff members, always ensuring the highest degree of accuracy
- Gained excellent interpersonal skills, working as part of a diverse team
- Won a team competition by upselling to 90% of customers within a month

Skills

Computing
- C, C#, Javascript, Python, Prolog, R

Software
- Blender, Photoshop, SPSS, Unity 3D, Affinity Designer

User Research
- Survey and questionnaire design, heuristic evaluation, expert walkthroughs, user testing, cognitive walkthrough, experimental design and content analysis

Interests and Achievements

Social Secretary Basketball Society, University of York, UK. Sep 2016 - Sep 2017
- Arranged regular events including a summer ball and a charity fundraiser the 'York Ball-a-thon', which raised over £4,000 for Macmillan

Chair of Minecraft Society, University of York, UK. Sep 2017 - Jun 2019
- Organised busy game jams and social events related to Minecraft
- Most recent game jam attracted over 200 participants

Referees

Available on request