danielle joi françois

contact

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🕅 skills & tools

Jira

Confluence Airtable Dovetail UserTesting User Interviews UsabilityHub UserZoom Go **Optimal Workshop** SurveyMonkey Sketch InVision Figma Miro Usability Testing Remote Research Mixed-Methods Research Wireframing Prototyping Affinity Mapping A/B Testing Kano Method Empathy Leadership Problem Solving Communication Presentations Storytelling

😔 education

General Assembly UX Design Immersive New York, NY

Stony Brook University Bachelor of Science Stony Brook, NY

~ experience

Senior UX Researcher | BrainPOP

January 2022 - Present | New York, NY

- → Owned research roadmapping, execution, analysis, and communication for a DTC kids' edtech product.
- → Broadened the company's understanding of users in the consumer market by leading alignment meetings and facilitating workshops with cross-functional stakeholders.
- → Served as a strategic partner to multiple teams, often bridging them together.
- → Collaborated with outside agencies for large quantitative studies.

UX Research Manager | HOMER

March 2020 - Present | New York, NY

- → Developed and optimized a remote testing process that increased research output and insights for kid-facing teams.
- → Collaborated with Product, Design, Marketing, Data, and Learning teams to roadmap, design research plans, conduct research, and discuss implications of findings.
- → Managed one direct report, all research operations, and tools.
- → Partnered with the Data team to develop a mixed-methods approach of digesting insights across teams and a repository to easily track and search insights.

UX Researcher | Urban FT

April 2019 - November 2019 | New York, NY

- → Led the experience team through research initiatives to support an end-to-end retail digital banking experience.
- → Collaborated with clients and stakeholders to determine business objectives, prioritize research findings, and present actionable recommendations.
- → Owned accessibility for web and mobile, educated the team, ensured designs were within WCAG regulations, and lead the QA process.

UX Research Consultant | Public Preparatory Network

March 2019 - April 2019 | New York, NY

- → Led interviews and conducted usability testing for desktop digital experience.
- Collaborated with marketing team to design research, recruit participants, and analyze findings.
- → Provided actionable design recommendations to improve digital experience.

UX Design Consultant | PAL by Project Playdate

September - November 2018 | New York, NY

- → Led a team to design a consumer-facing mobile app, implementing the full UX process from research to development hand-off in a 2.5 week sprint.
- \rightarrow Advanced the project completion date 20% ahead of target.
- → Leveraged methods such as user interviews, heuristic analysis, competitive analysis, affinity mapping, personas, andusability testing.