

Destinee Young

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EDUCATION

DePaul University – *Chicago, IL (Remote)*

M.S. in Human-Computer Interaction

08/2021 – 03/2024

Morgan State University – *Baltimore, MD*

B.S. in Psychology

08/2017 – 05/2021

EXPERIENCE

Leidos – Surface Transportation Research (FHWA Contract) – *Washington DC*

UI/UX Designer

08/2024 – Present

- Designed intuitive user interfaces for mobile, desktop, and dashboard applications to streamline workflows and enhance usability.
- Created interactive prototypes in Figma to demonstrate key functionality, enabling efficient feedback from team members and managers.
- Built user flows, wireframes, and high-fidelity UI mockups with clear visual hierarchy and consistency across platforms.
- Applied Human-Centered Design principles to ensure accessibility and reduce user friction.
- Collaborated with developers, product managers, to ensure design deliverables aligned with project goals, timelines, and evolving requirements.

Leidos – Surface Transportation Research (FHWA Contract) – *McLean, VA*

Human Factors Research Associate

10/2021 – 08/2024

- Assisted with end-to-end human factors research efforts for transportation safety studies, including participant recruitment, and data collection, ensuring high data accuracy and relevance.
- Conducted mixed-methods research (qualitative and quantitative) to analyze driver behavior, pedestrian interactions, and transportation system usability, informing policy recommendations for improved traffic safety.
- Executed human factors experiments, leveraging eye-tracking technology and advanced statistical analysis to evaluate user interactions with transportation interfaces.
- Supported project demos and simulator presentations, helping prepare visualizations and user interface for internal teams and leadership.

Leidos – FHWA Human Factors Laboratory – *McLean, VA*

Human Factors Intern

06/2021 – 10/2021

- Piloted remote data collection using AV conferencing tools, preserving continuity during COVID and improving research efficiency by 40%.
- Supported experimental setup, participant coordination, and note-taking for studies on traffic safety and human-machine interaction.

Cognitive Applied Perception Lab – Morgan State University – *Baltimore, MD*

Student Research Assistant

12/2020 – 05/2021

- Developed a memory game using Unity to support cognitive performance research.
- Used R to analyze experimental data and assess user behavior during gameplay.

Behavioral Neurobiology Lab – Morgan State University – Baltimore, MD

NIH ASCEND Scholar

01/2020 – 05/2021

- Conducted NIH-funded behavioral neuroscience research examining treatments for neuroinflammation.
- Analyzed experimental data using GraphPad PRISM and SPSS and presented findings at national conferences.
- Completed CITI certification for research ethics and compliance.

TECHNICAL SKILLS

Tools: Figma, Axure, Adobe XD, Adobe Creative Suite, Qualtrics, SPSS, R (Intro), Dovetail, Maze, UserZoom, Optimal Workshop, Microsoft Suite, HTML5, CSS, Jira, Mural, Atlas.ti, Balsamiq,

Methods: Human-Centered Design, Usability Testing, User Research, Prototyping, Accessibility (Section 508/WCAG), Persona Development, Survey Research, Heuristic Evaluation, Remote Data Collection, Agile Collaboration, Data Analysis