

Kiranmayi Yenduri (She/Her)

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WORK EXPERIENCE

User Experience Researcher

Los Angeles, USA

AmpUp

(Nov 2023-Present)

- Created and established agile discovery processes to validate high-risk product ideas, accelerating development of a job search extension by 4 weeks.
- Led a team of 4 researchers to conduct a user segmentation study (quant survey, interview, and diary studies), improving persona development and increasing user-focused agile prioritization by 60%.
- Facilitated 5+ design-thinking workshops to foster cross-functional stakeholder collaboration and integrate systems thinking frameworks, improving human centered decision making across teams.
- Tested a job search wellbeing plugin through moderated and unmoderated user studies, disproving assumptions and helping pivot strategy to passive wellbeing interactions in the extension.

UX Research Strategist

New York, USA

Rev Ithaca Startup Works (Cornell Incubator)

(Jan 2023- Oct 2023)

- Collaborated with product, design, and engineering to achieve product-market fit for an IoT device within 40 weeks by aligning research roadmap with business goals.
- Validated IoT device and app impact through a longitudinal diary study, showing a 10% change in user behavior and a 35% increase in product stickiness over 2 months.
- Accelerated Android app development by prioritizing features and simplifying user flows (using usability testing), reducing task completion time by 25% over 8 sprints.

Mixed Methods UX Research Intern

San Francisco, USA

Gilead Sciences

(May 2022- Aug 2022)

- Collected and analyzed data on post-COVID work culture to inform a data-driven property expansion strategy for 2030 in collaboration with Gilead's corporate leadership.
- Reduced false meeting bookings by 70% on the internal website by improving information feedback loops using log analysis and qualitative studies.
- Optimized workplace planning algorithms in partnership with data analytics, reducing real estate footprint projections by 20% using behavioral insights.

Quantitative UX Researcher, Cornell

Ithaca, USA

Design Augmented Intelligence Lab

(Aug 2021 – Dec 2022)

- Improved cognitive agent's recall rate by 20% and predictive accuracy by 7% by gathering data to retrain AI/ML models through controlled lab studies.
- Optimized VR hangout spaces for older adults with cognitive impairments, boosting social bonding by 22% using participatory design research studies and biometric data (eye tracking, GSR, EEG).

User Researcher

Kolkata, India

Blue Planet

(July 2020 – May 2021)

- Uncovered cultural nuances and religious intricacies through a 5-week ethnographic study, driving community-centric housing redesign that increased adoption by 75%.

EDUCATION

Cornell University, Ithaca, New York

Aug 2021-May 2023

Master of Science (MS), Human Computer Interaction (Human Centered Design); GPA: 4.0/4.0

- **Thesis:** Benchmarking Study of User Preferences for Embodied AI Agent Characteristics and Interactions.
- **Skills:** Descriptive & Inferential Statistics, Physical Computing, Human Factors, Ethnography, R, Arduino

S.P.A Delhi, New Delhi, India (ranked #1 nationally)

June 2015- June 2020

Bachelor's Degree, Architecture, Design. *Summa Cum Laude*, (top 5%); GPA: 3.7/4.0 *Thesis Distinction*

- **Skills:** Design Thinking, Figma, Adobe Suite, C++, Python, Google Analytics, Fusion 360, Unity, CAD, SQL