Andrea Brucculeri
User Experience Researcher

Tech-savvy UX Researcher experienced in gaming and emerging technologies

Experience

Epic Games UX Research Intern
Feb. 2021 - Present · Remote

Writing, conducting, and synthesizing usability tests for future releases of Fortnite to help stakeholders make design decisions that maximize player enjoyment and company profits. Researching and reporting on games that compete with Fortnite or influence its players to inform future developments.

Pipeline UX Design Intern
Summer 2020 · Remote

Researched the usability of internal tools through user interviews, leading to improvements in navigation and button discoverability. Designed UI elements and the "New Project" workflow for the Unreal Engine 5.

Viget Labs UX Design Intern
Summer 2019 · Boulder, CO

Oversaw UX research for a web application designed to help people make friends over meals - Eat&Greet (www.eatandgreet.us). Conducted interviews and usability tests to create user-centered wireframes and guide UI decisions.

Piavita AG User Researcher
June 2018 - May 2019 · Berlin, Germany

Tested first-time user interaction with product while on a 10-day UK road-show and used findings to instigate the creation of a video tutorial series. Conducted a competative analysis on veterinary technology systems and proposed features for remote vitals-tracking interface and UI improvements.

Education

Duke University Graduate School, Computational Media MA
Uncontrollable: A UX Design Proposal for a Hands-Free Gaming Accessibility Framework (2021 Thesis)
Lab Assistant, Spring 2020 · Games and Culture TA, Fall 2020
2019 - 2021 · GPA 3.9

University of North Carolina at Chapel Hill, Media and Journalism BA
Focus in Interactive Multimedia, Chemistry Minor
Class of 2019 · GPA 3.7

Skills

Research
Usability Testing
Competative Analysis
Gameplay Observation
Remote testing
UX Playtesting
Interviewing
A/B Testing
Surveys

Design
Wireframing
Prototyping
Data Visualization
Interaction Design
Creative Writing
Game Design
Storytelling
Branding

Tools
Adobe XD
Illustrator
Premiere Pro
After Effects
Unreal Engine
Unity 3D
Figma

Coding
HTML
CSS
JavaScript
TypeScript
Processing
C#

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