

SAMANTHA CONDE

User Experience Researcher

PORTFOLIO & PROFILE

<https://www.samanthaconde.com/>

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WORK EXPERIENCE

Andromeda Surgical - Quality Specialist/UX Research; Jan - Feb 2026

- Helping establish and maintain the Usability Engineering File for FDA and OUS submissions, aligned with FDA HF guidance and IEC 62366.
- Partnering with Clinical and Engineering to support clinical cases, cadaver labs, and simulated OR testing, and to capture surgeon feedback.
- Supporting QMS processes including document control and CAPAs.

Subtle Medical Inc. - User Research Consultant; Aug - Nov 2025

- Lead development of user profiles by synthesizing stakeholder knowledge and conducting interviews with internal and external users.
- Created actionable personas to guide product teams on which user types to prioritize in evaluation and design.
- Shadowed cross-functional teams to surface workflow insights and aligned objectives with real-world needs.

Google - User Experience Research Intern; June - Sept 2024

- Led mixed-methods research to understand developer onboarding and project abandonment patterns within Firebase Console.
- Deployed a survey to 10k Firebase users and conducted 12 in-depth interviews, resulting in 2 recommendations adopted to streamline onboarding flow.
- Influenced prioritization of feature updates via 3 presentations to PMs, DS, UXRs

Farm-ng - User Experience Research Contractor; May - Aug 2023

- Led end-to-end research on Amiga micro-tractor with 5 farms and 2 pilot organizations through in-depth interviews and contextual inquiry.
- Conducted analysis, revealed usability barriers and workflow needs, informing UI changes.
- Collaborated with PD, SWE, and CEO to translate findings into 4 main recommendations
- Presented findings to investors and leadership, shaping product roadmap and improved alignment with user needs.

Meta - User Experience Research Intern; June - Sept 2022

- Led qualitative research to explore user behaviors and needs around Facebook Stories sharing and visibility through 10+ interviews and a literature review.
- Partnered closely with collaborators (PMs, SWEs, PDs, DS, UXRs) to shape research questions and drive alignment of product goals.
- Presented findings in 3 stakeholder presentations and held 1 research workshop that informed new feature ideation and strategy.

Sexuality for All Abilities - UX Researcher; June 2018 - June 2020

- Co-developed an interactive Unity3D game for neurodiverse users to explore sexuality education topics.
- Led a UX study with 20 participants using mixed methods (usability testing, surveys, behavioral metrics); presented at 2 international conferences.
- Implemented real-time data collection and adaptive scenarios based on user inputs, enhancing accessibility and personalization.

CONTACT

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EDUCATION

University of California, Santa Cruz

- **Doctor of Philosophy, 2025**
 - Computational Media (HCI)
- **Bachelors of Arts, 2020**
 - Theater Arts
 - Film and Digital Media

SKILLS

UX Methods

- A/B Testing
- Data Analysis/Collection
- Hardware User Research
- Product Research
- Qualitative Research
- Quantitative Research
- Research Communication
- Serious Games
- User Studies
- Usability Study

Tools

- Adobe Premiere Pro
- Dovetail
- Figma
- G-Suite
- Microsoft Office
- Qualtrics
- Reduct Video
- Unity

Languages

- Spanish - Native
- English - Native

CERTIFICATES

Human Subjects Researchers -
Social, Behavioral, and Economic