

Yahav Manor

Boston, MA | ymanor03@gmail.com | [LinkedIn](#) | yahavmanor.com

Natural elocutionist and curious researcher who believes that the user is the center of any successful design solution.

EDUCATION

Tufts University, Medford, MA

GPA: 3.93

Bachelor's of Science in Human Factors Engineering, minor in Engineering Management

Honors: summa cum laude

PROFESSIONAL EXPERIENCE

Red Hat, Associate UX Researcher, UXD Team

JULY 2025 - PRESENT

- Conducting user research studies for Red Hat OpenShift AI (RHOAI) to uncover key use cases and deliver insights to stakeholders
- Collaborating with the Product Analytics team to assess the impact of UX research on product engagement; utilizing the Amplitude platform to generate dashboards that measure user interactions and analyzing metrics to draw conclusions about this impact
- Leveraging AI tooling and infrastructure (Gemini, NotebookLM, RAG infrastructure) and supporting model development workflows

The IDEA Lab, Co-Director

JANUARY 2023 - MAY 2025

- Oversaw all [six projects](#) involving VR development, ergonomics, hyperspectral imaging, GenAI models, and spatial databases
- Coordinated meetings with project leads and interdisciplinary teams to develop new initiatives and goals for the lab and each project
- Lead bi-weekly meetings with the entire lab (~70 members), involving lectures on UX methods and facilitating bonding activities

The IDEA Lab, IFNTF Publication

MAY 2025

Liu, X, Manor, Y., Liao, G., Wang, D., Joseph, J., Intriligator, J. (2025). IDEA Lab: A Mechanism for Transformation, Engagement, and Community Through Interdisciplinary Innovation and Leadership. In: Doolan, M.A. & Ritchie L. (2025) Leading Global Excellence in Pedagogy: Transforming Teaching Excellence: Future Proofing Education for All. IFNTF Publishing UK. ISBN978-1-7393772-2-9.

Red Hat, UXD Research Intern, Red Hat Enterprise Linux (RHEL)

MAY 2024 - AUGUST 2024

- Conducted cohort interviews centered around image-based management, containerization (Kubernetes), CI/CD, and automation to assess our end users' mental models and workflows and determine how RHEL image mode can be improved to cater to their needs
- Ideated use cases, mapped out user workflows, and solo-led [five usability tests on the GUI](#) for the RHEL AI InstructLab team
- Archived over 200 research studies into an online database, while surfacing atomic insights to determine patterns and conclusions

Red Hat, UXD Research Intern, General

MAY 2023 - AUGUST 2023

- Independently managed a [research study](#); collaborated with key stakeholders in weekly meetings, administered a survey and diary study, conducted informational interviews, recognized the need for change in the original research plan and adapted to it
- Collaborated on [interview question development](#), facilitated a workshop to analyze user pain points, and contributed to low-fidelity wireframe reviews for the development of an efficient, fast, and affordable way to view product information
- Designed and executed three moderated usability tests and delivered actionable suggestions to aid the [enhancement of an internal product](#) used by engineers on the Red Hat In-Vehicle Operating System team

The Glimpse Group, UX/UI Intern

JUNE 2022 - AUGUST 2022

- Conducted 3 moderated usability tests on the current UI and created affinity diagrams to determine recommendations for stakeholders
- Created and embedded step-by-step tutorials (using Adobe XD and iMovie) to refurbish the company's FAQ page
- Designed virtual and augmented reality presentation templates using 3D modeling software (Blender) and Adobe XD

NOTABLE PROJECTS

Artificial Intelligence GUI Testing [Red Hat]: Conducted a usability study on an open-source model-serving AI product, identifying user pain points and improving workflows for large language model deployment.

Brain Bites [Tufts]: Designed an interactive experience for children to build healthy habits, applying cognitive task analysis, wireframes, and usability testing to ensure engagement and accessibility.

Moova [Tufts]: Developed a social media app prototype for traumatic injury survivors, emphasizing inclusive design and assistive technology to create an accessible, supportive community platform.

ESSENTIAL SKILLS

- *UX*: persona research, affinity diagrams, journey maps, prototyping, usability testing, UX writing, IA, agile workflows, research methods
- *Hard skills*: Figma, Google workspace, Miro, Jira, coding (R, C++), CAD, prompt engineering, agentic AI, Github/Gitlab, data visualization
- *Soft skills*: leadership, organization, proactive, receptive, time management, multitasking, adaptability, creativity