# Aditi Singh

Seeking full-time UX roles

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## Education

**Carleton University** | 2017 - May 2018
Masters of Applied Science in Human-Computer Interaction

**Birla Insitute of Technology** | 2007 - 2012
Bachelor in Architecture

## Experience

### Carleton University & Canada Science and Technology Museum

Research Assistant | May 2017 - August 2017

Conducted user research, contextual inquiry, and user interviews with people with autism, families, caregivers, and subject matter experts.
Conducted qualitative data analysis to formulate suggestions to support the museum to improve the accessibility for people with autism.
Co-authored a paper for a peer-reviewed conference (On road)

### Songdew Media

UX Designer | May 2017 - August 2017

Conducted an in-depth evaluation to identify and redesign elements with poor usability. Designed wireframes for new pages and UI for design consistency.

### Indian Institute of Technology, Guwahati & Nokia Research Labs

Research Associate | 2015 - April 2017

Designed the interaction technique for zooming in deformable devices.
Conducted user studies to compare the performance with a smartphone.
Conducted qualitative & quantitative analysis to formulate findings.

## Recent Projects

### Shape-changing break reminders | May 2018 - Present

Conducted an ideation session with designers to understand the design space. Conducted interviews and co-design sessions with people with repetitive strain injury. Conducted qualitative analysis to formulate design guidelines.

### Re-Twist: Digital augmentation of a traditional game | Jan - Sept 2018

Designed and developed the digitally augmented version of the twister game. Conducted user studies to compare the engagement between the original and digitally augmented twister. Used statistical tests and thematic coding to formulate insights on the different kinds of engagement created by the two games.

## Skills

### Research & Design

Affinity Diagramming
Contextual Inquiry
Qualitative & Quantitative Analysis
Ethnography Interviews
Heuristic Evaluation
Rapid Prototyping
Usability Evaluation User Research
Visual Design
Wireframing

### Tools & Software

HTML/CSS
Processing
C, Python
Adobe Creative Suite
Balsamiq, Invision
SPSS

## Publications

Re-twist: Evaluating the effect of digital augmentation on a traditional game, **TEI 2019**, Tempe, Arizona

BendSwipe: One-handed target zooming for a flexible handheld device, **Interact 2017**, Mumbai, India