Aditi Singh

Looking for fulltime UX positions

Portfolio | LinkedIn

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Ottawa, ON

Education

Masters of Applied Science in Human-Computer Interaction
Carleton University, Ottawa, Canada | September 2017 - May 2019

- Relevant Coursework: Design Research Methods, Fundamentals of HCI Design and Evaluation, Experimental Methods and Statistics.
- CGPA 11.4/12

Bachelor in Architecture
Birla Institute of Technology, India | 2007 - 2012

Experience

UX Research Assistant
Carleton University | May 2017 - May 2019

- Conducted an ideation session with 8 designers to identify opportunity areas in the design space of shape-changing devices.
- Conducted interviews and co-design sessions with 11 people with repetitive strain injury to identify deep-rooted needs to inform the design of shape-changing break reminders.
- Conducted qualitative analysis to formulate insights and suggestions to design an effective shape-changing break reminder.

UX Researcher
Canada Science and Technology Museum | Jan 2018 - Sept 2018

- Conducted observation with 6 visitors with autism at the museum to identify different barriers to an ideal museum experience.
- Conducted post-visit user interviews with people with autism, families, and caregivers to get additional insights about their experience at the museum.
- Conducted qualitative analysis to formulate suggestions to improve the accessibility of the museum for people with autism.

UX Designer
Songdew Media Pvt. Ltd. | May 2017 - August 2017

- Led the Redesign of the homepage and conceptualized features to address the needs of listeners, artists, and the internal teams.
- Defined the 6-month product roadmap to align the development, brand alliances, and music release team and provide a guiding document for all internal stakeholders.
- Conducted an in-depth evaluation and usability tests to identify and redesign elements on the website with usability issues.

Skills

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

Tools & Software
HTML/CSS
Processing, Arduino
C, Python
Adobe Creative Suite
Balsamiq, Invision
AutoCAD, 3DS Max, Revit

Awards

3rd place at **3 Minute Thesis Competition**, 2019, Carleton University

Carleton University Award (Academic Scholarship)

Media

The Digit was published in Architizer, Designboom, and Archdaily.

UX Researcher & Designer
IIT, Guwahati & Nokia Research Labs | Sept 2015 - April 2017

- Led the design and prototyping of a method of performing zooming interaction in a deformable handheld device to address the limitations of existing smartphones during one-handed use.
- Conducted usability studies to do comparative evaluation between the new zooming method and a smartphone.
- Conducted statistical analysis to compare the performance of the new method in comparison to smartphones to investigate the potential of deformable interactions.

Architect
Anagram Architects, New Delhi, India| May 2012 - June 2015

- Led the concept design, 3d visualization, working drawings, and on-site coordination of multiple commercial and residential buildings, from foundation to completion.
- Mentored interns towards the completion of their internship program

Publications

Improving the accessibility of the Canada Science and Technology Museum for people with autism. (On Road)
The 21st International ACM SIGACCESS Conference on Computers and Accessibility, 2019, Pittsburg, PA, USA

Re-twist: Evaluating the effect of digital augmentation on a traditional game.
The ACM International Conference on Tangible, Embedded and Embodied Interaction 2019, Tempe, Arizona, US

BendSwipe: One-handed target zooming for a flexible handheld device.
INTERACT, IFIP International Conference on Human-Computer Interaction. 2017, Mumbai, IN

Talks & Presentation

The ACM Canadian Celebration for Women in Computing. November 2017.

Student Showcase in CapCHI, Ottawa. March 2018.

Breakthrough Breakfast with Carleton Women Researchers. Ottawa, March 2019