

# 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 Institute 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 a deformable device.

Conducted User Studies to compare the performance with a smartphone.

Used statistical tools to analyse the data and 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 to identify challenges in taking breaks and their unspoken needs.

**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 tools 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