


DORSA CHARKHIAN

UX PROFESSIONAL

 [Portfolio](#)

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 Philadelphia, PA

SUMMARY

UX Researcher | AI & Emerging Technologies Strategic researcher with 4+ years of experience in AI and AR/VR products. Led high-impact studies for AI portals, achieving 80% user satisfaction and 89% task success. Expert in mixed-methods and inclusive design, combining industry results with academic rigor as a Distinguished Reviewer for ACM TOCHI.

ADVISORY & LEADERSHIP

ACM Transactions on Computer-Human Interaction (TOCHI)
2026 - present

Mentor (AI Ethics & Inclusive UX) – DIFC Innovation Hub – Ignyte
2026 - present

Chair reviewer, UXPA International Journal
2025 - Present

Mentor, ADPLIST (UX Mentorship Program)
2025 - Present

SKILLS

- **User Research** (3+ Years): Mixed-methods, Usability Testing, A/B Testing, User Interviews, Journey Mapping, Data Synthesis.
- **Design & Prototyping** (4 years): Figma, Miro, Information Architecture, Adobe Creative Suite, TouchDesigner
- **AI & Emerging Tech** (4 years): AI Chatbot Design, Generative AI (Cursor, DALL-E), AR/VR (Unity, A-Frame)

EDUCATION

- Bachelor Product Design
- M.S Digital Media

EXPERIENCE

2024 - 2025 UX RESEARCH LEAD

DREXEL UNIVERSITY, AI CHATBOT FOR INCLUSIVE PORTALS

- Led AI-powered UX research for Drexel One chatbot, improving accessibility and achieving 80% higher satisfaction and 89% task success
- Secured grant funding and managed a cross-functional design and development team
- Conducted 30 user interviews and 50 A/B tests, analyzing results with Figma, Miro, and Cursor AI

2023 - 2025 UX RESEARCHER

DREXEL UNIVERSITY, USER EXPERIENCE DESIGN

- Directed VR fashion UX research and IRB-certified studies, increasing student engagement by 45%.
- Architected user flows for "Plumes and Pixels" (SIGGRAPH Asia 2024), optimising interaction for 3D digital installations.
- Cultivated design excellence through mentorship and workshops, raising project quality by 35% and completion by 25%.

2025 - 2026 EXTENDED REALITY: UX & AR/VR

PRATT INSTITUTE, VISITING ASSISTANT PROFESSOR

- Taught INFO 680-01 Extended Reality: UX & AR/VR, a graduate course on UX principles and interaction design for immersive environments
- Led in-person sessions on Unity, A-Frame, XR interface design, usability testing, and AR/VR application evaluation
- Mentored graduate students on applying UX research and design methods to extended reality projects with a focus on accessibility, inclusivity, and cultural considerations

2020 - 2023 UX STRATEGIST

STUDY2020, & CRM COORDINATOR

- Boosted social media engagement by 40% through bilingual, data-driven campaigns and strategic content.
- Optimized CRM performance by conducting user interviews to identify bugs and coordinating technical fixes.