Dorsa Charkhian

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SUMMARY

AI & UX Researcher with over 3+ years of experience designing and evaluating culturally inclusive, multilingual digital solutions in educational and emerging technology contexts. Led UX research for AI-powered university portals, significantly improving accessibility and engagement for international student populations. Currently serving as a Visiting Assistant Professor at Pratt Institute, where I teach *Extended Reality: UX & AR/VR* and integrate immersive technologies into user-centered design. Skilled in qualitative and mixed-methods research, AI-driven design strategies, and tools like Figma, Unity, and A-Frame, transforming behavioral insights into impactful digital experiences.

EXPERIENCE

Visiting Assistant Professor– Extended Reality: UX & AR/VR, Pratt Institute, School of Information
Agu2025 – Present

- Teach INFO 680-01 Extended Reality: UX & AR/VR, a graduate course on UX principles and interaction design for immersive environments

- Lead in-person sessions on Unity, A-Frame, XR interface design, usability testing, and AR/VR application evaluation
- Mentor graduate students on applying UX research and design methods to extended reality projects with a focus on accessibility, inclusivity, and cultural considerations

Trops (Colla Netrix, Inc.) – UX Design and Research Fellow
Sep2025 – Oct2025
- Designed and researched UX for The Trops mobile app, creating event-based and community-centered features
- Led user research, usability testing, and iterative improvements to enhance accessibility and inclusivity
- Collaborated with cross-functional teams and reported to the CTO on design strategy

Drexel University's College of Media Arts & Design, UX Research Lead – AI Chatbot for Inclusive Portals
Jul 2024 – Jun 2025

- 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

The Academy of Natural Sciences, UX Researcher & Designer – Fashion Technology VR Initiative
Feb 2025 – Jun 2025

- Designed and executed UX research for a VR fashion education experience, completing IRB certification (CITI)
- Collected feedback from 50+ students across 3 courses through surveys and interviews
- Increased engagement by 45% and comprehension by 50% via iterative UX testing and analysis

Drexel University, User Experience Design Teacher Assistant
Sep 2023 – Jun 2025

- Improved UX/UI course delivery, increasing project completion by 25%
- Led sessions and feedback workshops, enhancing student time management by 30%
- Mentored and reviewed projects, raising design quality by 35% and engagement by 20%

The Academy of Natural Sciences, UX Researcher – Interactive 3D Installation
Feb 2023 - Jun 2023

- Collaborated on *"Plumes and Pixels"*, a project presented at ACM SIGGRAPH Asia 2024, one of the world's top conferences in computer graphics and HCI
- Researched user flow and content structure for an interactive 3D digital twin of a vintage bird-of-paradise headwear
- Designed UX strategy to present traditional headwear in interactive formats for museum visitors
- Boosted social media reach by 25% through Instagram content, collaborating with curators and 3D designers to align with the in-gallery experience

Study2020, UX Strategist – & CRM Coordinator
Jul 2020 - Aug 2023

- Directed social media strategy, increasing engagement by 40% and driving client acquisition through bilingual, hashtag-focused campaigns
- Conducted user interviews to evaluate CRM usability, identified system bugs, and coordinated fixes to improve platform performance
- Managed client records and analyzed service data to guide product updates

IRCICA – Media & Artist Assistant, International Art Festival
Jul 2019 - Aug 2019

- Assisted international artists in IRCICA's Islamic Arts & Handicrafts events, supporting workshops on handmade jewelry using silver and gold thread techniques
- Coordinated media, documentation, and English-language communication to facilitate cross-cultural collaboration within a globally recognized cultural institution

Alast Studio Graphic – Graphic Design Intern (High School Internship)
May 2015 - Sep 2015

- Assisted in the design and production of visual materials, including book covers, logos, and magazines, during a hands-on internship at a professional design studio
- Contributed to the cover design and visual identity for a book launch exhibition, enhancing the presentation and audience engagement at the event

EDUCATION

- *Drexel University M.S. in Digital Media, User Experience & Interaction Design, Graduated June 2025*
- *Bachelor of Fine Arts . in Wood Design,Graduated June 2022*

SKILLS

Research: Mixed-methods,Qualitative, Usability Testing, User Interviews, A/B Testing, Journey Mapping, Data Synthesis(3yrs), Design & Prototyping: Figma, Miro, Photoshop, TouchDesigner, Information Architecture, Rhino (4 yrs), MatrixGold(3yrs), Emerging Tech: AI Chatbot Design, Generative AI (ChatGPT, Cursor, DALL·E), AR/VR (Unity, A-Frame), CAD (Rhino, MatrixGold)(3yrs)

HONORS & Volunteering

- *2025 IDEA-Development, Education, and Cultivation (DEC) Teaching*
- *Micro Grant Award from the Department at Drexel University • Nov 2024*
- UX Mentorship Program,PhillyCHI
- Chair Volunteer, UXPA International