Sainy Alafaireet

VR/AR Product Design

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Experience

UX Consultant - University of Missouri - Columbia, M0   Jul '19 - Current
Combined UX Designer/Researcher for digital textbook project. Conducting research into student needs and developing textbook visual layouts.

Research Assistant - University of Michigan - Ann Arbor, MI   Jan '19 - Apr '19
Conducted academic research into mixed-reality internet browsers. Developed a multi-concept model to control Augmented Reality objects with a combination of HTML/CSS and simulated physics.

Student Instructor - University of Michigan - Ann Arbor, MI   Sep '18 - May '19
Oversaw and guided 10+ student consulting teams working with real-world clients. Provided consultation in foundational UX principles and client-specific concerns.

AR Product Design Lead - Fast Effect - Detroit, MI   Jul '18 - Aug '18
Managed end-to-end design and development for a prototype AR product presentation app for trade shows. Delivered a unified product vision via stakeholder analysis, facilitated brainstorming, interaction design, and developer sprint management.

Research Assistant - University of Michigan - Ann Arbor, MI   Sep '17 - Apr '18
Conducted development on a Hololens augmented reality (AR) application to make AR object creation and modification accessible without coding skills. Developed a Unity/Vuforia/Node.JS solution to make AR objects controllable via a web interface.

Technical Support Specialist - IBM - Columbia, MO   Jan '11 - Aug '17
Provided IBM-mainframe-based data analytics and visualizations to multiple enterprise clients, including the telecom, industrial, financial, and government sectors. Managed business improvement projects to remove process defects and increase productivity.

Projects

My Blank Canvas - UX Research/ UX Design   Jan '19 - Aug '19
Participated in a design project for My Blank Canvas - a low-cost, low-tech scalable system for increasing visitor engagement at museums. Conducted stakeholder and visitor interviews. Developed canvas-bag prototype to successfully demonstrate concept to client stakeholders.

Facebook/Real Industry Design Jam - UX Design   Jan '19 - Feb '19
Participated in a design jam to develop spatial audio for a 360 video. Developed storyboarding for audio design, sourced audio effects, and assisted with Pro Tools video/audio integration.

Life As a Gym - UX Research/ UX Design   Sep '18 - Dec '18
Led design team for "Life as a Gym" - an AR app for finding exercise opportunities in everyday life. Conducted a 3-month combined user research/design cycle (including interviews, surveys, diary studies, and participatory design sessions) that culminated in successful prototype demonstration.

StoryWeaver - User Research   Jan '18 - Apr '18
Provided UX Research consultant for Storyweaver - an online non-profit children's library. Conducted a full suite of UX research, (surveys, interviews, heuristic evaluations, and usability testing) to isolate key improvement areas.

Education

University of Michigan
Ann Arbor, MI   May '19
Masters - Information Science
UX Research and Design Focus

Missouri S&T
Rolla, MO   Aug '09
Masters - Computer Science

Missouri S&T
Rolla, MO   May '05

Skills

Virtual/Augmented Reality
AFrame
Hololens Toolkit
Unity
SteamVR
Vuforia
ARCore
AR.JS
AR/VR Prototyping
C#
Python
HTML/CSS
Javascript
Node.js

UX Research and Design
Competitive Analysis
Contextual Inquiry
Usability Testing
Heuristic Evaluation
Survey Design
Diary Studies
Storyboarding
UI Prototyping
Personas
Interaction Design
Iterative Design
Accessibility
Adobe Illustrator
Adobe Photoshop
Adobe Premiere
Axure RP
Invision

Leadership
Project Management
Agile Process Management
Mentoring (Peer/Employee/Student)
Conflict Resolution