Sainy Alafaireet
Virtual Reality UX Professional

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Experience

AR Product Designer Intern - Fast Effect
July 2018 - August 2018   DETROIT, MI

Led the development of AR Presenter: an Augmented Reality presentation application for trade/tech show vendors. Created the interaction design for AR Presenter. Oversaw a 6-person team of developers, graphic designers, and 3-D artists to prototype completion.

Research Assistant-University of Michigan
January 2019 - April 2019   ANN ARBOR, MI

Worked in partnership with Mozilla and the University of Michigan to develop concepts for an augmented-reality internet browser. Developed the Room Model conceptual model for intelligent AR object placement. Developed implementations of a physics-based AR object layout.

Technical Support Specialist - IBM
JANUARY 2011 - August 2017   COLUMBIA, MO

Provided IBM-mainframe-based data analytics and visualizations to multiple enterprise clients, including the telecommunications, industrial, financial, and government sectors. Also provided **team leadership**, such as workflow managment, **project management**, and new-hire training.

Research Assistant-University of Michigan
SEPTEMBER 2017 - April 2018   ANN ARBOR, MI

Conducted development on a **Hololens augmented reality (AR) application** to make AR construction accessible. Worked with Unity ,Vuforia, and Node.JS to make AR objects controllabe via a web interface.

Graduate Student Instructor - University of Michigan
Sept. 2018 - May 2019 ANN ARBOR, MI

Provided instruction on performing usability tests, heuristic evaluations, and user interviews to both undergraduate and graduate students at the University of Michigan. Oversaw and provided guidance to multiple student consulting teams working with real-world clients.

Projects

Life As a Gym
September-December 2018

Team lead, interaction designer, and developer for "Life as a Gym: Augmented Reality exercise prototype.

StoryWeaver
January-April. 2018

Worked as UX Research consultant for a children's library, conducting surveys, heuristic evaluation, and usability testing.

Education

University of Michigan
May 2019   ANN ARBOR, MI
Masters - Information Science

Missouri S&T
Aug 2009   ROLLA, MO
Masters - Computer Science

Missouri S&T
May 2005   ROLLA, MO
Bachelors - Computer Science

Skills

Virtual/Augmented Reality
AFrame, Hololens Platform, Unity, Vuforia, Oculus Medium, Google Blocks, AR/VR Prototyping

UX Research and Design
Contextual Inquiry, Usability Testing, Heuristic Evaluation, Illustrator/Photoshop/Premeire, Storyboarding, UI Prototyping, Iterative Design