

Hussain Alafaireet

Virtual Reality UX Researcher

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573.823.5129

Experience

Graduate Student Instructor - University of Michigan

Sept. 2018 - Current ANN ARBOR, MI

Acts as an assistant **instructor** for the University of Michigan's School of Information. Duties include **management** of multiple student consulting teams, **assessing** Master's level deliverables, and course administration management.

AR Product Designer Intern - Fast Effect

July 2018 - August 2018 DETROIT, MI

Was the product designer/manager for an Augmented Reality presentation software. Introduced UCD techniques to working environment, crafted the **interaction design for an AR app**, and managed multiple project team members. Also conducted a technical assessment of 6 commercial AR trackers.

Research Assistant-University of Michigan

May 2018 - July 2018 ANN ARBOR, MI

Developed extensions to an Interactive Voice Response (IVR)-based blogging application. Specific duties include development in **Python, Twilio, and Flask**, with an AWS server backend, as well as basic R&D on the implementation of an audio-based content creation system.

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. This project leverages the capabilities of the **Unity** level editor, **Vuforia** object tracker, and the Node.JS and SharedDB web technologies to connect the AR Layer to a website layer.

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 management, **project management**, and new-hire training.

Projects

Life As a Gym: - Sep.-Dec. 2018

Acted as **team lead, interaction designer, and developer** for Augmented Reality exercise application prototype.

StoryWeaver: - Jan.-Apr. 2018

Conducted a **suite of UX research** with a children's library, including surveys, heuristic evaluation, and usability testing.

Education

University of Michigan - May 2019

Masters - Information Science

Missouri University of Science and Technology - Aug 2009

Masters - Computer Science

Missouri University of Science and Technology - May 2005

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/Premiere, Storyboarding, UI Prototyping, Iterative Design