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

Mandala Ball - UX Research/ UX Design   Jan '20 - Mar '20
Led a team developing Mandala Ball - an **award-winning** VR therapy app for children with ADHD. Synthesized user research results into Mandala Ball design concept. Developed app prototype using Unity and Microsoft Mixed Reality Toolkit.

RCCCP - UX Research/ UX Design   Dec '19 - Current
Providing UX consulting services to the Randolph County Caring Community Partnership. Conducting UX deep-dive analysis (heuristic analysis, interviews) into the RCCCP's rollout of the Accountable Health Communities model for holistic community care.

Ukatsu - Gaming/E-Sports Mentor   Oct '19 -Current
Mentoring teenagers in game-based after schools program Providing coaching and professional development mentoring for public school students.

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.

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
Bachelors - Computer Science

Skills

Virtual/Augmented Reality
AFrame
Microsoft Mixed Reality 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