

Sainy Alafaireet

VR/AR Product Design

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Experience

UX Consultant - University of Missouri - Columbia, MO 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

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.

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.

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

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