



Hussain Alafaireet

Research • Coding • VR/AR Design

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Experience

Research Assistant-University of Michigan

SEPTEMBER 2017 - PRESENT ANN ARBOR, MI

Developing 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.

Client Support Rep - MBS Textbook Exchange

NOVEMBER 2010-JANUARY 2011 COLUMBIA, MO

Supported retail websites built using custom HTML/Javascript technologies. Provided direct customer support and technical assistance to clients who used these websites.

Programmer-Analyst - MU-SITE

OCTOBER 2009-FEBRUARY 2010 COLUMBIA, MO

Conducted research of proposed technology solutions and created budget proposals for said systems.

Game Designer - MST University

APRIL 2007-JUNE 2008 ROLLA, MO

Developed "Frog Explorer" educational game: a substitute for frog dissection. Created a biologically-accurate 3-D visualization of frog interiors. Conducted user testing on the game with target audiences of 6th graders.

Projects

StoryWeaver: - Jan.-Apr. 2018

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

Zaman International - Feb. 2018

Conducted a **user interview series** with a Detroit-area non-profit to discover deep insights into their donation process.

Education

University of Michigan

Masters - Information Science
Graduation Date: May 2019

Missouri University of Science and Technology

Masters - Computer Science
Graduated August 2009

Missouri University of Science and Technology

Masters - Computer Science
Graduated May 2005

Skills

Programming Languages

C++/C#, Python, SQL

User Research

Contextual Inquiry, Usability Testing, Heuristic Evaluation, Survey Design

Design Skills

Illustrator/Photoshop, Axure Storyboarding, UI Prototyping, Iterative Design