

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 research, design, and development of AR Presenter: an Augmented Reality presentation application for trade/tech show vendors. Conducted stakeholder/user analysis to determine design requirements for application. Developed the interaction design for AR Presenter based on user requirements. 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 "Physics CSS" Model: a multi-concept model for intelligent AR object placement and layout control using simulated physics. Developed multiple iterations of Physics CSS representations, from Photoshop mockups to live AFrame implementation.

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.

Research Assistant-University of Michigan

SEPTEMBER 2017 - April 2018 ANN ARBOR, MI

Conducted development on a **Hololens augmented reality (AR) application** to make AR object creation and modification accessible without coding skills. Worked with Unity, Vuforia, and Node.JS to make AR objects controllable 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/Premiere, Storyboarding, UI Prototyping, Iterative Design