

# Sainy Alafaireet

## Virtual Reality UX Professional

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573.823.5129

## 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, ARCore, AR/VR Prototyping, C#, Python, HTML/CSS, Javascript

### UX Research and Design

Contextual Inquiry, Usability Testing, Heuristic Evaluation, Illustrator/Photoshop/Premiere, Storyboarding, UI Prototyping, Iterative Design