

# Sainy Alafaireet

## Virtual Reality UX Professional

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573.823.5129

## Experience

### 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.

### Research Assistant - University of Michigan

January 2019 - April 2019 ANN ARBOR, MI

**Conducted academic research in conjunction with the University of Michigan on the concept of a mixed-reality browser.** Developed the "Physics CSS" Model: a multi-concept model for extending HTML/CSS to control Augmented Reality objects. Developed an AFrame-based "physics playground" to demonstrate the Physics CSS concept.

### AR Product Design Lead - Fast Effect

July 2018 - August 2018 DETROIT, MI

**Managed the 8-week end-to-end design and development for "AR Presenter" - a prototype AR product presentation application for trade/tech shows.** Conducted stakeholder research to transform initially-ambiguous client scope into clear product vision. Crafted the interaction design for AR Presenter. Pitched AR Presenter concept to client. Designed and oversaw 2-week sprint to develop AR Presenter prototype. Demoed prototype and secured client approval for development of full application.

### 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.** Developed a Unity/Vuforia/Node.js solution to make AR objects controllable via a web interface.

### 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. Upskilled from mainframe novice to highest internal skill level within 3 years. Conducted business project to standardize client hardware provisioning on premier mainframe cloud computing platform. In addition to primary duties, managed team day-to-day tasks via daily agile cadence and workflow balancing.

## 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