

Sainy Alafaireet

Virtual Reality UX Professional

hussain.alafaireet@gmail.com

sainyalafaireet.com

573.823.5129

Experience

AR Product Designer Intern - Fast Effect

July 2018 - August 2018 DETROIT, MI

Led the development of an Augmented Reality presentation application for trade/tech show vendors. Worked directly with the client to define project scope. Introduced user-centered design techniques to facilitate development, **designed the main app interactions**, and 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 further **develop a vision of the "XR Browser"** - a web browser designed for virtual and augmented reality. Developed the **"Room Model" conceptual model for intelligent AR object placement** within a physical space. Also developed the initial model and implementation for a "physics model" that uses simulated physics forces to control AR object layout.

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, including **project management**, workflow control, and new-hire onboarding.

Research Assistant-University of Michigan

September 2017 - April 2018 ANN ARBOR, MI

Conducted development on an Hololens AR app designed to make **AR construction more accessible**. 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

As assistant **instructor**, provided **educational leadership** of approx. 100 Master's and undergraduate students. Leadership roles included classroom discussion, one-on-one mentoring, deliverable assessment, and consulting team management.

Projects

Life As a Gym: - Sep.-Dec. 2018

Acted as **team lead, interaction designer, and developer** for Augmented Reality exercise application prototype.

StoryWeaver: - Jan.-Apr. 2018

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

Education

University of Michigan - May 2019

Masters - Information Science

Missouri University of Science and Technology - Aug 2009

Masters - Computer Science

Missouri University of Science and Technology - May 2005

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