

# Loiy Qasrawi

**Bloomington, IL | lqasraw@ilstu.edu**

## Education

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**Illinois State University, MS in Computer Software, and media application** **Expected May 2025**

Minor: Creative Technologies

**Committee:** Dr. Greg Corness (Chair), Dr. Dan Cox, Dr. Kristin Carlson

**American University of Madaba, BA in Design and Visual communication** **June 2022**

Minor: Animation

**Advisor:** Dr. Sami Al-tal

## Research Interests

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Human-computer interaction, accessible technologies, inclusive design, digital environments, virtual and augmented reality, games, and applied computer vision.

## Skills & abilities

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**Back-end Development:** C++ (Unreal Engine), C# (Unity), Swift, JavaScript, HTML, CSS

**Developer Tools:** GitHub, GitLab, Visual Studio Code, Xcode, Meta Quest Developer, Android Studio

**Designer Tools:** Maya, Blender, After Effects, Illustrator, Photoshop, Premiere Pro

**Domain Knowledge:** iOS Accessibility, visionOS Accessibility, Apple vision Pro, Oculus VR

## Conference Proceedings

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**Qasrawi, Loiy.,** Corness, Greg., Carlson, Kristin. (2024, October). *SenseWay: Identifying Key Objects for Detection to Assist Blind and Low Vision people. Poster submitted at the 23rd IEEE International Symposium on Mixed and Augmented Reality (ISMAR'2024). Greater Seattle Area, USA*

## Research Experience

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**Illinois State University | Research Assistant**

**May 2024-Present**

- Research Question: Which objects are most essential for blind and low vision individuals to detect in their environment?
- proposed and led the project, recruited, and mentored undergraduate students, and supervised the development of iOS software.

## **Illinois State University | Independent Study Researcher**

**Feb 2024-May 2024**

- Research Question: Can we develop software for the Apple Vision Pro that utilizes current object detection technologies to provide reliable and accurate support for safe navigation by blind and low vision users?
- Led a project, mentored two graduate students, developed software to detect objects and provide audio feedback for visually impaired users, and conducted user testing and feedback sessions with 6 blind and low vision people.

## **Undergraduate Researcher**

**Feb 2021-May 2022**

### **Independent**

- Research Question: How can we make the campus more accessible?
- Conducted surveys and focus groups with 100+ students to identify specific accessibility challenges.
- Analyzed qualitative and quantitative data to pinpoint areas for improvement and developed actionable recommendations.

### **Collaborative**

- Research Questions: What specific barriers do students with disabilities face on campus? How can technology and design interventions improve their campus experience?
- Reviewed 50+ articles, coded responses from 600+ participants, and collaborated with a team of four to create and implement an accessibility audit.

## **Undergraduate Research Project**

**Feb 2021-Feb 2022**

Student investigator; Supervisor: Dr. Sami AL-Tal

- Research Questions: How do different teaching strategies impact the academic performance of students with disabilities in higher education?
- Designed a mixed-methods study, developed surveys and interview protocols, recruited 100 participants, collected and analyzed data, and presented findings at AUM Symposium.

## **BeeLabs, Inc. | Quantitative Research intern**

**May 2021-Oct 2021**

- Assisted with data cleaning, preparation, and analysis for company focused on entertainment and design, helping to inform strategic decisions and improve program effectiveness.

## **Presentations**

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**Qasrawi, Loiy.** (2024, May). The Role of Narrative in Immersive Environments: Enhancing User Experience through Storytelling. CTK Graduate seminar at Illinois State University.

**Qasrawi, Loy.** (2023, Dec). The Effects of Augmented Reality on Learning Outcomes: Abstract presented as a panelist at CTK Graduate seminar at Illinois State University.

**Qasrawi, Loiy.** (2022, March). The Impact of Game Mechanics on User Engagement: A Comparative Study. Abstract presented as a panelist at the Annual Game Design and Development symposium at American university of Madaba.

## Teaching Experience

<b>CTK 380, CTK 481 – Maya for VR Design</b>	<b>Normal, IL</b>
Graduate Teaching assistant; <i>Dr Simone Downie</i>	Spring 2024
<ul style="list-style-type: none"> <li>Instructed a VR design course for 20 undergraduate and graduate students, promoting an inclusive and supportive learning environment.</li> <li>Delivered specialized instruction in Maya and Unity for 3D modeling, animation, and game design applications.</li> </ul>	
<b>CTK 352 – Game Design II</b>	<b>Normal, IL</b>
Graduate Teaching assistant; <i>Dr. Greg Corness</i>	Spring 2024
<ul style="list-style-type: none"> <li>Provided feedback on student's projects and enhancing classroom engagement by leading 2 discussion sessions per week.</li> <li>Mentored and graded graduate and undergraduate students for a section of 55 students.</li> </ul>	

## Guest lectures

<b>"Virtual Reality and the Future"</b> invited by Hassan T., American University of Madaba.	Spring 2021
<b>"Game design"</b> invited by Dr. Amer Gharaibeh., American University of Madaba.	Fall 2020.
<b>"Design thinking"</b> invited by Dr. Sami Al-Tal., American University of Madaba.	Spring 2020.

## Awards, Honors, Grants

<b>Best Interactive media Awards</b> , Illinois State University	2024
<i>Awarded "Best Interactive Media" based on jurors' votes at the ISU Galleries.</i>	
<b>\$500 Research development</b> , Illinois State University	2024
<i>Awarded to a graduate student for the best research proposal in the department.</i>	
<b>Best Short film Award</b> , AUM festival	2023
<i>Awarded "Best Short film" based on jurors' votes at AUM Festival.</i>	
<b>Best capstone project</b> , American University of Madaba	2022
<i>Awarded "Best capstone project" based on Attendee votes.</i>	
<b>90% Tuition waiver</b> , American University of Madaba	2019-2022
<i>Awarded to undergraduate students who exemplifies excellence and leadership.</i>	
<b>COVID Typography Poster Award</b> , Dsource Challenge	2022
<i>Awarded "Typo Poster Award" based on jurors' votes.</i>	
<b>Dean's list</b> , American University of Madaba	2022

## Experience

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### Illinois State University | VR Developer

Aug 2024-present

- Developed immersive VR platform for educational purposes.
- Conducted user testing sessions with 20 participants to gather feedback and optimize VR experiences.

### Kurzgesagt | Visual Designer

May 2024-Aug 2024

- Led **2 Dome shows and VR experiences** for Kurzgesagt channel with **22.7M Subscribers**.
- **Analyzed 3 user feedback sessions** to gather insights and enhance the project's development.

### Watterson Towers, Illinois state university | Dishwasher, Busboy, Waiter

Aug 2023-Dec2023

- Cleaned and organized dishware for over 700 meals served per shift.
- Assist with Food preparation and presentation for more than 500 dining guests per shift.
- Collaborated with a team of 50+ staff members to maintain smooth operations during peak hours.

### Sesame Workshop | 3D Artist & Visual Designer

May 2022-July2023

- Worked with designers, animators, and producers to create **12 episodes of Sesame Street**.
- Developed **realistic 3D models and visual effects**.
- Assist in **5 virtual production projects**.

## Mentorship

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### CTK buddy support program

2024-Present

*Graduate mentor*

### AUM Mentorship program

2021 - 2022

*Undergraduate mentor*

### Freshman Mentorship program

2020 - 2021

*Undergraduate mentor*

## Selected service

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### Volunteer, Friendship Association of the Blind

Aug 2018-Mar 2020

- Led 5 projects to support and assist blind and low vision people.
- Coordinated a team of volunteers to organize events and activities, overseeing planning and fostering community engagement.