VARNIKA KAIRON

UX DESIGNER &
HCI RESEARCHER

PROFILE SUMMARY

I am a Computer Science with Design student and an UX Designer. I create human-centeredtechnology solutions in order to make technology more inclusive and accessible.

NOTEWORTHY AWARDS

- Paper acceptance for Inclusion in 2021 **ACM Conference** on Human Factors in Computing Systems
- **Deans Award** 2020 in Research and Development
- ACM **Women Scholar** 2020
- Finalist at **CHI 2020** Student Game Competition
- 3rd prize in **India Game Summit** 2018

SPECIAL SKILLS

UI/UX Design, HTML & CSS, User Study, Website Design, Adobe Creative Suite, Sketch, Typography, Illustration, Print Design, Figma Photography, Branding, 2D and 3D Animation, Visual Communication

EDUCATION

INDRAPRASTHA INSTITUTE OF INFORMATION TECHNOLOGY, DELHI

Bachelor of Technology, 2017-2021

SANSKRITI SCHOOL

High School, 2013-2017

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LinkedIn: @varnikakairon

PAST EXPERIENCE

WORLD HEALTH ORGANIZATION

Researcher, August 2020- March 2021

- Worked with World Health Organization to develop a Multimedia training module for the revival of near-drowning victims delivered through a mobile AR system
- Available in 11 South Asian languages and took feedback from linguists.
- Consulted all stakeholders including doctors from premier medical institute AIIMS
- Built using Unity and Blender

NATWEST

Intern, May 2020- Jul 2020

- Initiated company's migration from Java to Python with the help of AWS SageMaker
- Automated migration of existing pages from one resource to another
- Used UiPath for Automation.

VIACOM

Intern, May 2019- Jul 2019

- Literature review on the already existing Amazon X-ray
- Worked on making face detection and object detection system for their entertainment application VOOT.

ACADEMIC PROJECTS

SOMA-NOTI: DELIVERING NOTIFICATIONS THROUGH UNDER-CLOTHING WEARABLES

Accepted at CHI 2021, Aug 2019 - Sep 2020

- Introduced under-clothing wearable output through a set of badge prototypes that produce 10 different on-skin sensations.
- Evaluated the effectiveness of under-clothing wearable output by studying the performance of these
- 10 badges across 6 different body locations.
- Conducted extensive user study of badges on 12 users

HAPTECH: A LOOK INTO HAPTIC HCI FOR GAMING FOR THE VISUALLY IMPAIRED [LINK]

Finalist at CHI 2020, Aug 2019 - Jan 2020

- An iterative user study was done to maximize the gaming experience
- Use of Arduino and MIT app inventor to ensure rapid prototyping
- Extensive research is done to understand visually impaired users

POSITIVE PSYCH: LAUNCHER THAT AIMS TO SPREAD POSITIVE PSYCHOLOGY AMONG STUDENTS [LINK]

Jan 2019 - May 2019

- Integral research data was collected via research papers, taking surveys, Interviewing experts and students, market research, etc.
- The project aimed at happiness triggering designs and techniques.
- The app launcher was made on Sketch.