VARNIKA KAIRON

UX DESIGNER & HCI RESEARCHER

PROFILE SUMMARY

I am a Computer Science with Design student and an HCI researcher. I create human-centred technology 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, Typography, Illustration, Print Design, 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

FIND ME HERE:

Email: varnikakairon.vk@gmail.com
Portfolio: vkairon.github.io/Portfolio/
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.