

Ali Baigelenov

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EDUCATION

Ph.D. in Technology (GPA: 3.71/4.0) – Purdue University | *December 2022*

Advisor: Dr. Paul Parsons

M. S. in Computer Graphics Technology (GPA: 3.6/4.0) – Purdue University | December 2017

Advisor: Dr. Paul Parsons

Thesis: "Interactivity Factors in Visualization-Based Exploratory Search"

B. S. in Computer Graphics Technology (Major GPA: 3.76/4.0) – Purdue University | December 2015

EXPERIENCE

Research Assistant at Purdue University | May 2018 - Present

Principal Investigator: Dr. Paul Parsons

Working on an NSF-funded research project titled "Understanding cognitive potentials of interactive visualizations" that aims to better understand how visualizations affect reasoning

Duties:

- Assisted with data collection and analysis
- Conducted literature reviews
- Helped writing and submitting publications

Graduate Assistant

Student Success Programs at Purdue University | August 2016 - May 2018

Worked on updating and reimagining Student Success Programs' online presence

Duties:

- Performed a complete redesign and development of several websites for the program
- Conducted user research through interviews and usability testing sessions with parents and students
- Created sketches, wireframes and HTML/CSS prototypes

User Experience Designer Intern

Purdue University & IN-MaC (Indiana Next Generation Manufacturing Competitiveness Center)

Client: Brake Supply, Evansville IN | May 2017 - August 2017

Worked with the IN-MaC program to digitalize Brake Supply's paper-based process

Duties:

- Performed user research through interviews and observations
- Conducted a co-design workshop with the stakeholders
- Developed a HTML/CSS prototype and led usability testing sessions
- Led a team of three undergraduate students

Intern

Engagement Office at Purdue Polytechnic Institute | May 2016 - August 2016

Worked with the Engagement Office to develop a Web portal where students of Purdue Polytechnic Institute can find internship and co-op opportunities

Duties:

- Helped to further design and develop a Web portal, that is used by more than 4000 students
- Conducted short review and usability sessions with faculty
- Trained two developers that picked up the project after the internship ended

PUBLICATIONS

Parsons, P., Hung, Y. H., & **Baigelenov, A.** Toward an Analysis of Practitioner-Oriented Resources for Visualization Design. In *IEEE VIS '18: Proceedings of the 2018 IEEE Conference on Information Visualization, Poster Abstracts*, pp. 2

Baigelenov, A., & Parsons, P. (2018). Interactivity Factors in Visualization-Based Exploratory Search. In Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (CHI EA '18). ACM, New York, NY, USA, Paper LBW009, 6 pages. DOI:

<https://doi.org/10.1145/3170427.3188558> (Acceptance rate: 39.8%)

Baigelenov, A., Saenz, M., Hung, Y. H., & Parsons, P. Toward an Understanding of Observational Advantages in Information Visualization. In *IEEE VIS '17: Proceedings of the 2017 IEEE Conference on Information Visualization, Poster Abstracts*, pp. 2.

Saenz, M., **Baigelenov, A.**, Hung, Y. H., & Parsons, P. Reexamining the cognitive utility of 3D visualizations using augmented reality holograms. In *Workshop on Immersive Analytics: Exploring Future Interaction and Visualization Technologies for Data Analytics (Immersive 2017)*, pp. 5.

SKILL SET

Software: Sketch, InVision/Craft, Principle, Keynote

Development: HTML5/CSS3, basic JavaScript and jQuery, PHP, MySQL, basic Python, D3.js, Chart.js

Methods: Competitive analysis, contextual inquiry, eye tracking, heuristic evaluation, prototyping, interviewing, personas, qualitative data analysis, quantitative data analysis, usability testing, use cases and scenarios, wireframes

AWARDS

Srifer Award | **August 2018**

Daniel and Martina Lewis Graduate Award | **August 2018**

Kazakhstan's Governmental Scholarship "Bolashak" | **January 2010**