

Akriti Kaur

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<https://akritikaur.github.io/>

Education

University of Toronto

Master's of Information (UXD)
2021

Indian Institute of Technology, Guwahati, India

Bachelor in Design, 8.62/10
2018

UX Skills

Design Research, Affinity mapping,
Information architecture, Contextual Inquiry,
User Interviews, Persona Creation, Ideation,
Brainstorming, Wireframing, Storyboarding,
Heuristic Evaluation, User Experience design,
User interface design, Prototyping, Usability
testing and analysis

Coding Skills

C, HTML, CSS, Bootstrap

Software Skills

Sketch, Adobe Photoshop (advanced),
Adobe Illustrator(advanced), Adobe XD,
Balsamiq Mockups, Adobe Premiere Pro,
Unity3D, Google SketchUp

Interpersonal skills

Highly productive in a team project.
Excellent at planning and organization.
Self-driven and passionate.

Co-curricular

Teaching assistant, 2020-21: Supporting
online classes via tech support.

Part-time Mentor at RookieUp, 2020-21:
Giving back to the community by
mentoring students at Interaction Design
Foundation Bootcamp.

Inter-IIT Sports Meet 2016: Participated
in Lawn tennis Tournament of Inter-IIT
2016 held at IIT Kanpur.

Industry Experience

UX Research co-op | Intuit, Canada | Summer'20

Lead: Independently led an exploratory study, identified 4 research questions, designed research plan, 7 user interviews. Converted transcripts to 78 data logs, generated research themes, presented tactical insights to product owners.

Collaboration: Analysed qualitative user research for 5 personas using jobs-to-be-done process map, conducted 2 workshops for ideation and business feasibility. Also collaborated on synthesis of 40 diary study logs.

UX Designer | Tesco, Bangalore | 2018-19

Only designer in the Bangalore office. Worked on a major warehouse management project with the Thailand team, I was solely responsible for digitizing all paper-based processes. Conducted field study, designed UX flows, defended my work in stakeholder meetings. Wireframes and complete app user flow signed off for development after an iterative design process.

UX Intern | Samsung R&D, Bangalore | Summer'17

Worked on storytelling and design philosophy for the next billion users (low-mid income groups). Without the budget or time to conduct an official user study, I was able to justify and conduct a qualitative study with 7 users from the office.

Academic Research

Research Assistant | University of Toronto | 2021

Conducting qualitative research with blind and visually impaired users to inform conversational design decisions. Secondary research done with 40 scholarly articles, identified opportunity gaps and framed research questions. Planned the study in collaboration with Prof. Anastasia.

Researcher | UE-HCI Lab, IIT Guwahati | 2017-18

Planned my first research study by designing a basic VR application, conducting usability testing with various user sets (30 total). Came up with gesture-based interaction for money transactions in VR using Leap Motion technology.

Publications

Exploring Spatial Interactions for Number-entry and Menu Selection in Virtual Reality Environment (ICoRD 2019, Bangalore. Springer).

A Cognitive load assessment study of Three-dimensional Interactive Virtual Reality Interfaces (International Journal of Forensic Engineering and Management).

A Comparative Study of 2D and 3D Mobile Keypad User Interaction Preferences in Virtual Reality Graphic User Interfaces (VRST 2017, Sweden. ACM-DL Library).

Achievements

ACM SIGGRAPH Student Travel Grant for poster and demo presentation at VRST 2017, Sweden

Achiever of scholarship under Dr. B.R.Ambedkar Merit Recognition Scheme of VSP, India