Akriti Kaur

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Education

Master's of Information (UXD)
University of Toronto
2021

Bachelor in Design (8.62/10)
Indian Institute of Technology,
Guwahati, India
2018

Design & Research

Affinity mapping	Contextual inquiry
User persona	Experiment design
Empathy maps	User interviews
Interaction design	Usability testing
Wireframing	Journey maps
Rapid prototyping	Heuristic evaluation
Mid-Fi to Hi-Fi	Card sorting
Storyboarding	A/B testing
Experience maps	Surveys
Web & App design	Competitor analysis

Software & Code

Adobe Suite	UsabilityTesting
Figma	Python
Unity3D	Arduino
Vuforia	C lang
Google SketchUp	HTML/CSS
Sketch	Bootstrap

Community & Sports

Mentor at RookieUp | 2020-21
Interaction Design Foundation
Bootcamp

Technical assistant | 2020-21
Supporting online classes at the
iSchool, University of Toronto

Inter-IIT Sports Meet | 2016
Lawn Tennis player representing IIT
Guwahati at the annual sports meet.

Industry Work

UX Research co-op | Intuit, Canada | 2020

- **Independently** planned, prepared and conducted an exploratory study to discover how people seek help in a conversation design tool. Analysis, synthesis of 7 user interviews to generate design insights.

- **Collaborated** on past research - analysis, synthesis, jobs-to-be-done journey mapping, persona creation and insight generation. Planned and facilitated ideation workshops, generated designs for product.

UX Designer | Tesco, India | 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.

- **Designed end to end mobile** application and collaborated with developers to build live product. Conducted field study to discover As-Is process, created wireframes, UX flows, got stakeholder approval.

UX Design intern | Samsung, India | 2017

- **Onboarding process** design for the next billion users. Conducted user interviews, built a design philosophy and unique selling point through exploratory research. Wireframes and prototype design.

Academic Research

Research assistant | University of Toronto | 2021

- Designing, preparing, conducting and analysing data for a mixed-method research of how people explore document content through conversational user interfaces.

- Working with visually impaired and sighted participants through experimental studies and user interviews.

Design researcher | UE-HCI Lab, IITG | 2017-18

- Performed mixed-methods research including experiment design, usability testing and design of VR application to compare patterns between 2D vs 3D interfaces using head-gaze & gesture interactions.

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). ACM-SIGGRAPH Student Travel Grant recipient.