Akriti Kaur

UX Research

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https://akritikaur.github.io/

Education

University of Toronto
Master's of Information (UXD)
Fall 2019-2021

Indian Institute of Technology, Guwahati, India
Bachelor in Design, 8.62/10
2014 - 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
Pro-active in taking initiative and managing people.
Excellent at planning and organization

Co-curricular

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

Alcheringa, Marketing team: Core team member of IIT Guwahati's annual cult fest

Work Experience

UX Designer | Tesco, Bangalore | Jul'18 - Jul'19

Responsible for UI/UX design of applications concerning the store colleague experience. Understanding user journeys, ideation, brainstorming, conceptualization, creating user flows, conveying these to developers and stakeholders were my major tasks. Worked on Google home voice user interface to enable hands-free interaction while stocking the warehouse.

Researcher | UE-HCI Lab, IIT Guwahati | Jan'17 - Apr'18

Worked on a research project aiming to design guidelines for Virtual Reality interfaces. Performing literature research, ideation, making user flows, developing prototypes and usability testing were my major roles. Analyzing the post-experiment data helped me re-iterate on the designs and later, we worked in a team to come up with gesture-based interactions for a money transaction scenario in Virtual reality via leap motion technology.

UX Intern | Samsung R&D, Bangalore | May - Jul'17

Worked on designing a philosophy for Samsung's Tizen OS. My work included literature review, understanding competitors, conceptualizing a design direction and hence create a unique selling point for Tizen OS. I conducted primary user study and later tested my designs with target users. Insights were mapped to understand potential business value.

UI/UX Intern | Peppersquare, Bangalore | May - Jul'16

Designed user experience for booking car services in Bangalore (mobile app). Worked with clients and users to map their needs while designing the UX. Applied various design thinking techniques during brainstorming, and presented the final iteration to stakeholders of the organization.

Publications

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

A Cognitive load assessment study of Three-dimensional Interactive Virtual Reality Interfaces **(HWWE 2017, Aligarh. Springer Proceedings)**. In printing.

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

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