

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
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 | 2018-19

I was responsible for UI/UX design of internal applications. Worked with
developers and stakeholders to make the user experience better. Created
voice based user interface for hands-free interaction using Google Home.

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

It was a research project aiming to develop guidelines for Virtual Reality
interfaces. Performing experiments with users, collecting data from them and
iterating through designs, I came up with gesture-based interaction for money
transactions in VR using Leap Motion technology.

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

I was working on Samsung's Tizen OS. I worked on its design to create a unique
selling point for Tizen OS. I studied primary users and tested new designs to
come up with a design philosophy for Tizen.

UI/UX Intern | Peppersquare, Bangalore | Summer'16

I was working on UX design for a car booking app. My role involved building user
flows and presenting storyboards in client meetings. I was able to design a
Hi-Fidelity Android app available on the Google Play Store.

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**). Journal in print

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