

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 conducted research on a conversation design tool. Prepared research questions, conducted, analysed and synthesized an exploratory study to learn how people seek help.
- Collaborated on past research of conversation design tool. 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

- The only designer in 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, 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

- Kaur, A., Agrawal, A., & Yammiyavar, P. (2019). Exploring 3D Interactions for Number Entry and Menu Selection in Virtual Reality Environment. In Research into Design for a Connected World (pp. 781-791). Springer, Singapore.
- Kaur, A., Agrawal, M., & Yammiyavar, P. G. (2020). A cognitive load assessment study of three-dimensional interactive virtual reality interfaces. International Journal of Forensic Engineering and Management, 1(1), 103-115.
- Kaur, A., & Yammiyavar, P. G. (2017, November). A comparative study of 2D and 3D mobile keypad user interaction preferences in virtual reality graphic user interfaces. In Proceedings of the 23rd ACM Symposium on Virtual Reality Software and Technology (pp. 1-2).