

# Akriti Kaur

## UX Research

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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.

### 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 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 ). 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