

Alisha Dey

alishadey.github.io
aisha.dey@mail.utoronto.ca
[linkedin.com/in/alishadey/](https://www.linkedin.com/in/alishadey/)

An aspiring human-centred designer with experience in both quantitative and qualitative research methods

Skills

- **Qualitative:** Thematic Analysis, Qualitative Coding, Literature Reviews, Scoping Reviews, Stakeholder Engagement, NVivo, Zotero
- **Quantitative:** R, Python, Data Analysis, Data Cleaning, Statistical Analysis, Data Visualization
- **Design:** Figma, Canva, Iterative Design Process

Education

Master of Information (Human-Centred Data Science), **University of Toronto** 2025-2027 (Expected)

- **Relevant Courses:** Programming for Data Science, Introduction to Statistics for Data Science

Bachelor of Knowledge Integration, **University of Waterloo** 2021-2025

- Interdisciplinary arts and science program focusing on solving complex problems through the design process
- 85% Cumulative Average, 3.9 GPA, and Dean's Honours
- **Relevant Courses:** Design Thinking, Customer Experience Design, Research Design and Methods, Introduction to Computer Programming, Data Management/Stats, Applied Statistics for Environmental Research

Work Experience

Research Assistant, **The Kernel Network** May 2025 - Present

- Conducted a thematic analysis and qualitative coding using NVivo and interview transcripts, generating insights into clinical perspectives on MAiD
- Completed a scoping review with 560 abstracts to gain insights for integrating social science and philosophical perspectives in end-of-life care research

Residence Life Don, **University of Waterloo** August 2024 - April 2025

Property Operations Assistant, **Region of Peel** May 2024 - August 2025

Program Assistant, **Shad Canada** July 2023

Sales Associate, **Cleo** June 2022 - August 2022

Barista, **Second Cup** May 2022 - June 2022

Projects

Beyond the Playground: Integrating Children Into Public Spaces  September 2024 - April 2025

- Developed design interventions in airports, hospitals, and retail spaces, using the iterative design process and a literature review, to create more inclusive spaces for children (ages 4-6).

KWMUnity: Harm-Reduction Mentorship for People Who Use Drugs  September 2024 - April 2025

- Iteratively co-designed a harm reduction peer mentorship program for people who use drugs using stakeholder interviews and policy analysis

Don't Buy It  September 2023 - April 2024

- Designed and fabricated an interactive museum exhibit on sustainable consumption using spatial storytelling to promote an engaging visitor experience