

# Kritika

kritikak579@gmail.com, kritika@ucsc.edu | +1 (831) 295-4616

## EDUCATION

### University of California - Santa Cruz

*PhD in Human-Computer Interaction*

Santa Cruz, CA

2022 – 2027

### Indraprastha Institute of Information and Technology, Delhi (IIIT Delhi)

*BTech in Computer Science and Design*

New Delhi, India

2017 – 2021

## RESEARCH EXPERIENCE

### Graduate Student Researcher

*University of California - Santa Cruz*

Sep 2022 – Present

*Santa Cruz, CA*

- Independently leading research projects studying diversely-abled communities' experiences and interactions within sociotechnical systems to inform the design of social technologies.
- Conducting mixed-methods surveys, interviews, and workshops to generate insights for developing technologies tailored to community needs.
- Recruited 500+ participants for research initiatives, working with diversely-abled and marginalized communities.
- Prepared communication materials to engage with study participants, collaborators, and the extended academic communities.
- Mentoring 6 students in conducting HCI research; qualitative data collection and analyses and need-finding.

### Graduate Teaching Assistant

*University of California - Santa Cruz*

Apr 2023 – Present

*Santa Cruz, CA*

- Assists lead instructor in teaching and facilitation operations for courses.
- Holds class sections and tutorials for undergraduate students.
- Responsibilities include holding regular project mentorship sessions, teaching sections, and grading coursework.
- Mentored students in designing human-centered interactive media, and also in conducting design and research methods.

### UX Researcher

*UX Rescue*

Jul 2024 - Oct 2024

*Remote - NY*

- Led UX research efforts for Purposeful Professional Media (a career-coaching and networking initiative) on revamping and designing digital products (mobile, web apps) across all business verticals.
- Designed surveys to understand and validate users' goals through user personas.
- Drafted interview guides and conducted user interviews to gather deeper insights into users' career goals and pain points to further inform product design and strategy.
- Conducted heuristic evaluation and usability studies of digital products.

### HCI Researcher

*Weave Lab - IIIT Delhi*

Feb 2020 - Mar 2022

*New Delhi, India*

- Designed spatial mechanisms to enhance the interactivity of video media in Virtual Reality (VR).
- Conducted usability studies for conceptual prototypes.
- Led remote research endeavors, recruiting 30 participants for a remote study.

### UX Researcher Intern

*Nabler Labs*

Aug 2020 - Oct 2020

*Remote - US*

- Conducted heuristic evaluations on client websites.
- Designed usability and information architecture studies (such as card sorting and tree testing) for mobile and web applications.
- Ran and assisted unmoderated and moderated usability studies.
- Designed research presentations and reports for diverse stakeholders.

## SKILLS

---

**Methods:** Interviews, Surveys, Usability Testing, Information Architecture (Card sorting, tree testing, etc.), User Personas, Journey Maps, UX Benchmarking, Storyboarding, Product Research, Contextual Inquiry, Prototyping, Ethnography, Mixed-Methods Data Analysis, Participatory Design

**Tools:** Qualtrics, User Testing, Optimal Workshop, Figma, Adobe Illustrator, Adobe Photoshop, Unity 3D, Autodesk Maya, Flutter

**Languages:** Python, Java, SQL, HTML, CSS

## PUBLICATIONS

---

- **Kritika**, Rua Mae Williams, Kathryn Ringland. “Ultimately, it’s a matter of safety, and resisting ostracization”: Understanding Neurodivergent Masking with Online Communities. The ACM Conference on Computer-Human Interaction (CHI), 2025.
- MinYoung Yoo, William Odom, Sophia Ppali, Arne Berger, Yumeng Zhuang, **Kritika**, Wyatt Olson, Catherine Wieczorek, Heidi Biggs, Audrey Desjardins, Ron Wakkary, Kathryn Ringland. Translating HCI Research to Broader Audiences: Motivation, Inspiration, and Critical Factors on Alternative Research Outcomes. The ACM Conference on Computer-Human Interaction (CHI), 2025.
- **Kritika**, Kathryn Ringland. “You are finally Home”: Centering Playful Marginalized Community Values in Designing Online Social Platforms. The ACM Conference On Computer-Supported Cooperative Work And Social Computing (CSCW’23) Posters, 2023.
- Leya Breanna Baltaxe-Admony, Tessa Eagle, **Kritika**, Kathryn Ringland. Sharing is Caring: Community-Focused Research Communication. ACM Designing Interactive Systems Workshop (DIS), 2023.
- Meet Arora, **Kritika**, Ayush Kushwaha, Aman Parnami. Interactive Playback in Recorded Virtual Environments. ACM SIGGRAPH Posters, 2020.

## AWARDS

---

- *Baskin School of Engineering Fellowship for Anti-Racism Research (2024)*: One of the 2 fellows selected among Engineering divisions advancing research to combat racism.
- *Microsoft Codess (2019)*: Was among 150 women students selected pan India for Mentorship in programming by Microsoft India Development Center (IDC).

## SERVICE

---

- *Reviewer*: IEEE Conference on Games (CoG) 2025
- *Reviewer*: IEEE Transactions on Games 2024
- *Reviewer*: ACM Designing Interactive Systems (DIS) 2023
- *Reviewer*: ACM Conference on Computer-Human Interaction (CHI) 2023

## VOLUNTEERING

---

- *Student Volunteer*: ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW) 2022
- *Student Volunteer*: ACM Conference on Intelligent User Interfaces (IUI) 2022
- *Student Volunteer*: ACM Designing Interactive Systems (DIS) 2022
- *Student Volunteer*: ACM Conference on Computer-Supported Cooperative Work and Social Computing (CSCW) 2021