samarth singhal

researcher | designer

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summary

- Expertise is in conducting user experience research, product design, and UX strategy.
- Proficient in applying research, design tools, and various methodologies to enhance experiences in digital and beyond the screen experiences such as IoT and wearables.
- Contributed over 11 academic publications and 2 journals in the field of Human-Computer Interaction in top-tier conferences with highly competitive acceptance rates.

education

Masters of Science in Human-Computer Interaction (HCI) *Sep 2015 - Sep 2017*
Simon Fraser University (SFU), Canada

Bachelor of Technology in Computer Science Engineering *Jun 2008 - Jun 2012*
Jaypee Institute of Information Technology, India

experience

UX Researcher | Simon Fraser University *Sep 2015 - Present*
- Conducting generative research studies to explore the design space of 9-1-1 video calling.
- Research the design and use of technology for connecting distance sepearted people over time and space using various research methods and tools (qualitative and quantitative).
- Mentored and trained 3 students by helping them with their research activities & writing.

Product Designer | Curatio *Apr 2017 - Oct 2017*
- Addressed the challenge of active user engagement and participation through creative concepting and prototyping of a smart home artifact representing users' data.

UX Developer | Samsung *May 2016 - Aug 2016*
- Developed a smartwatch application to enhance the workplace collaboration and awareness among flight attendants with real-time location updates and haptic feedback.

Senior Systems Engineer | Infosys *Jul 2012 - July 2015*
- Developed and enhanced the CRM application for Westpac Group using agile.
- Collaborated with various distributed teams to ensure the compatibility and scalability.
- Contributed the highest value-add of $220K for year FY14-15 by automating jobs.

research and publications (more on www.samarthsinghal.com)

Flex-N-Feel (Thesis)
- Fabricated and engineered a pair of haptic gloves to transfer touch over distance.
- Conducted an exploratory study (mixed methods) with couples to explore the design space.
  Publication: Time-Turner: Designing for Reflection and Remembrance of Moments in the Home (CHI'18).

Time-Turner
- A scenario-based field study of a prototype to understand how family members would search, filter and replay videos to connect to their past using smart-home drink coasters.
  Publication: Flex-N-Feel: The Design and Evaluation of Emotive Gloves for Couples to Support Touch (CSCW'18).

Distributed Escape Rooms
- Designed a distributed escape room that connects two distance-separated rooms with video and audio connections including a range of interconnected puzzles.
  Publication: Escaping Together: The Design and Evaluation of a Distributed Real-Life Escape Room (CHI PLAY'17)

skills

Research Methods
Usability Lab Testing
Contextual Inquiry
Interviews | Focus Groups
Heuristic Evaluation
Affinity Diagramming
Experience Mapping
A/B Testing
Personas
Scenarios
Wireframing

Design and Prototyping
Axure | Sketch
Prototyping
Laser Cutting | Woodwork
Electronics | Soldering

Programming
Java | C++ | C
HTML5 | CSS
JavaScript
Android | Arduino

honors

- Clark Wilson Scholarship
- Graduate Fellowship
- GEM of Growth Market, Infosys
- Westpac Recognition Award
- 1st Prize in ACM Delhi-NCR

teaching & services

- Teaching Assistant
  Design Evaluation (IAT432)
  Web Design and Development (IAT339)
  Multimedia Development Lab
- Conference Peer Reviewer
  ACM CHI 2016, CHI 2017
- Student Volunteer for
  ACM CSCW 2016, CSCW 2017
- Formula 1 Marshall
  Indian GrandPrix 2011