Velian Pandeliev

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SUMMARY

Versatile professional trained in user experience research with a background in computer science and cognitive psychology and three years' experience teaching the fundamentals of human-computer interaction. Ability to gather rich user insights and convert them into solutions through research, prototyping, and evaluation demonstrated in projects for major technology companies.

ACHIEVEMENT HIGHLIGHTS

Product-defining research on the working practices of designers (HP Inc.)
Performed in-depth qualitative research on 31 Bay Area designers in various disciplines, which was used to inform the creation of new products to meet the needs of creative professionals.

Teaching Human-Computer Interaction (University of Toronto)
Taught majority of introductory HCI courses at the University of Toronto's St. George campus since 2014, consistently achieving high evaluation scores on enthusiasm and learning quality.

Educational technology and academic reading (University of Toronto)
Spearheaded research on academic reading technologies and supervised almost a dozen undergraduate projects in areas such as responsive reading, educational technology and law.

Mental fitness experimental portal (University of Toronto)
Developed a system for conducting mental fitness trials on seniors using a Web portal and published a deployment study of the prototype with twelve participants as a Master's project.

SKILLS AND ABILITIES

Programming Languages
Python, JavaScript, Java

Web Technologies and Frameworks
HTML/CSS/JavaScript, jQuery, Django, Flask

Design and Prototyping
Adobe Photoshop / Illustrator / Lightroom
Sketch, InVision, Balsamiq

User Experience Research
Qualitative research methods (thematic analysis, questionnaires, interviews), ideation, interface design heuristics, usability evaluation, data synthesis, prototyping, ethics

WORK EXPERIENCE

Department of Computer Science, University of Toronto
Lecturer / Course Instructor (Computer science / HCI), 2011 – present

Immersive Experiences Lab, HP Inc.,
User Experience Research Intern, Summer 2016

Cloud Platform Business Unit, VMware, Inc.,
User Experience Team Intern, Summer 2015

Communication and Library Services, Statistics Canada
Bilingual Alignment and HTML Standards Intern, May 2008 – April 2009

Advanced Cognitive Engineering Lab, Carleton University
Simulation Support Technician, Summer 2007, Spring & Summer 2008

Centre for Applied Cognitive Research, Carleton University
Research Assistant, Summer 2005, Summer 2006

EDUCATION

University of Toronto
Doctoral research (ABD, withdrawn in good standing)

University of Toronto
M.Sc. Computer Science, Human-Computer Interaction

Carleton University
B.A. Cognitive Science, Cognition and Computation

PUBLICATIONS

Pandeliev, V. & Levy, A. (2010, July). Co-Ordinary Heroes: A Coordinate Geometry Learning Game. Disney Research Learning Challenge Finalist, SIGGRAPH 2010, Los Angeles, CA.

Pandeliev, V. & Baecker, R. (2010, May). A Framework for the Online Evaluation of Serious Games. Proceedings of the International Academic Conference on the Future of Game Design and Technology, Vancouver. BC.

Roberts, M. A., LeFevre, J., Penner-Wilger, M., & **Pandeliev, V.** (2006, November). Fowr + Siks: Pseudohomophones and the impact of phonological codes in solving simple arithmetic problems. Accepted for presentation at the annual meeting of the Psychonomic Society, Houston, TX.