# Velian Pandeliev

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## SUMMARY

A versatile professional trained in user experience design with a background in computer science and cognitive psychology, and with four years of experience teaching the fundamentals of human-computer interaction, who has demonstrated an ability to gather rich user insights; convert them into solutions through research, prototyping, and evaluation; and present them to team members, stakeholders, clients, and executives.

## SKILLS AND ABILITIES

### User Research
- Conducting primary user research through interviews, surveys, and user observation
- Performing secondary user research and statistical analysis of results
- Distilling insights into personas, experience maps, user journeys, job stories, or themes
- Evaluating interfaces through heuristic evaluation and think-aloud usability tests

### User Experience Design
- Iterating on design through ideation, wireframes, storyboards, and mockups
- Rapid prototyping using paper, HTML/CSS/JS, InVision, Balsamiq, Bootstrap
- User interface design in Sketch, Illustrator and Photoshop

### Technical Skills
- Web development with HTML/CSS/JavaScript, jQuery, React, Django
- Programming experience in Python, Java, JavaScript
- Proficiency in version control, unit testing, productivity software, *nix shell
- Studied and taught object-oriented programming, algorithmic complexity, data structures, and memory management

### Interpersonal Skills
- Proven ability to engage with users to identify user pain points, needs, and workflows
- Excellent communication skills demonstrated while interfacing with clients, stakeholders, team members, and executives
- Experience developing and delivering impactful presentations to any targeted audience
- Track record in interdisciplinary collaboration, including in agile/scrum environments
- In-depth experience mentoring and teaching on a wide range of topics and for various skill levels

# WORK EXPERIENCE

**User Research Moderator**
Ubisoft Toronto (2017 - present)
- Designed user testing protocols, surveys, and interview prompts to identify top usability and gameplay issues at various stages of completion for upcoming Ubisoft titles
- Conducted scripted usability think-aloud sessions and naturalistic game appreciation tests for a wide variety of games (e.g., FPS, adventure, racing, flight)
- Performed ongoing gameplay observations, noting confusing and challenging moments
- Synthesized insights and recommendations and delivered these to development teams
- Recruited, guided, and debriefed internal and external participants

**Lecturer, Human-Computer Interaction**
Department of Computer Science, University of Toronto (2014-present)
- Taught the fundamentals of User Experience including User-Centered Design, research methods, statistics, ideation, prototyping, usability testing, and interface design
- Lectured over 1200 third- and fourth-year computer science students over 6 semesters
- Provided one-on-one mentoring and support to students in independent projects

**User Experience Research Intern**
Immersive Experiences Lab, HP Inc. (Summer 2016)
- Performed in-depth mixed methods research on 31 Bay Area creative professionals
- Generated rich insights into designer tools and workflows
- Presented results to stakeholders and executives to guide the creation of new products

**User Experience Intern**
Cloud Platform Business Unit, VMware, Inc. (Summer 2015)
- Performed primary user research and analysis, and synthesized the findings
- Developed a model of the trust relationship between system administrators and decision-supporting dashboards to understand their reluctance to adopt new solutions

**Bilingual Alignment and HTML Standards Intern**
Communication and Library Services, Statistics Canada (May 2008 – April 2009)
- Collaborated with natural language processing researchers and data scientists to automate page alignment between English and French documents

**Simulation Support Technician**
Advanced Cognitive Engineering Lab, Carleton University (Summer 2007 – Summer 2008)
- Conducted cognitive psychology research on operator attention and distraction with drivers and helicopter pilots
- Built and prototyped simulations and experimental scenarios

**Research Assistant**
Centre for Applied Cognitive Research, Carleton University (Summer 2006)
- Programmed lab experiments on mathematical cognition and numeracy
- Conducted lab experiments and debriefing sessions

## EDUCATION

**Doctoral Research, Computer Science (Human-Computer Interaction)**
University of Toronto, Toronto, ON
*Withdrawn in good standing (ABD)*
- Spearheaded research on interfaces to support the companion activities of responsive reading, i.e., non-linear navigation, superimposed annotation, spatial arrangement
- Completed courses on research methods, serious games, reading comprehension and cognition, and novel interaction techniques
- Supervised a dozen undergraduate projects in areas such as responsive reading, educational technology, and law
- Presented, volunteered, and reviewed submissions for multiple HCI conferences
- Reviewed candidates for the department's M.Sc. in Applied Computing program

**M.Sc. Computer Science (Human-Computer Interaction)**
University of Toronto, Toronto, ON
*Supervisor: Prof. Ronald Baecker*
- Developed an online portal to evaluate the effectiveness of mental fitness games on cognitive function in the elderly
- Validated the prototype with six senior users
- Presented results at multiple conferences on serious games, cognitive health, and human-computer interaction

**B.A. Cognitive Science (Cognition & Computation)**
Carleton University, Ottawa, ON
*Graduated with High Distinction*
- Earned an interdisciplinary degree encompassing computer science, artificial intelligence, neuroscience, cognitive psychology, and philosophy of mind
- Successfully completed an Honours project on the effects of visual or auditory distraction on drivers in a state-of-the-art driving simulator
- Awarded the Senate Medal for Outstanding Academic Achievement

## REFERENCES
**Alexander Thayer**, Immersive Experiences Lab, HP Inc. (alexander.thayer@hp.com)
**Paul Gries**, Department of Computer Science, University of Toronto (pgries@cs.toronto.edu)
**Ricardo Jota**, Dynamic Graphics Project, University of Toronto (jotacosta@dgp.toronto.edu)