FATEMEHALSADAT SHOJAEI

Based in New York | 315-297-6192   Website   Email   LinkedIn

EDUCATION

Human-Computer Interaction, MA   2021 - 2023
State University of New York (SUNY) at Oswego, NY | GPA: 3.7/4

Urban & Regional Design & Planning, MA   2010 - 2012
IAUCTB | GPA: 17.89/20

Arts, Architectural Engineering, BA   2005 - 2009
IAUK | GPA: 18.44/20

WORK EXPERIENCE

UX/UI Designer/Researcher, Internship | Indianapolis, IN   Aug 2023 - Present
CHIIS, Indiana University School of Medicine.   Apr - May 2023
- Designed web-based software in a healthcare system to influence human behavioral changes
- Conducted user experience research to inform design decisions
- Analyzed quantitative and qualitative data to extract actionable insights

Assistant of VR Lab | Oswego, NY   Jan - May 2023
Computer Science Department, State University of Oswego.
- Assisted and instructed students in utilizing VR devices to enhance their skills
- Organized and inventoried tools to ensure operational efficiency in the VR lab

UX Researcher and UI Designer, Internship | Spain   Aug - Dec 2022
AR/VR Digital Culture Heritage.
- Designed a VR application to introduce children to cultural heritage
- Collected user data to refine the application's user experience
- Analyzed research data to drive iterative design improvements

Researcher/ Architect | Iran   Jun 2019 - Aug 2021

Tarhandaze Shahr Consulting Engineers.

- Designed buildings and city spaces tailored to users' needs for enhanced comfort and functionality

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HCI-UX/UI PROJECTS

Agile Nudge University Software | Indianapolis, IN   Apr – May 2023

UX/UI designer in a team project on a web-based app, to map the behavioral change journey from current to future by developing a Nudge.

CPR web application | Oswego, NY   Jan - May 2023

UX/UI designer and UX researcher for a team project on CPR Tool, a web-based app, to simplify and automate peer review assignments for class assignments, reducing instructor workload.

Chilly Mo App | Spain   Aug 2022 - May 2023

UX/UI designer and UX researcher for a virtual children's museum mobile application utilizing VR/AR technology. This project focused on the Persepolis salon of the Louvre Museum, allowing children to dress up and explore ancient stories.

PUBLICATION

Why and How Digital Art Therapy Can Help People with Dementia. AATA (American Art Therapy Association)'s 54th annual Conference, 2023 (Poster presentation).

Exploring the Impact of Digital Art Therapy for People with Dementia. CANWEST International Conference, 2023 (Accepted).

Design Together: Understanding the Power of Co-Design and Design Thinking in Empowering People with Dementia, CANWEST International Conference, 2023 (Accepted).

Does Game Help People with Dementia? A Guideline to Design Games for People with Dementia's Needs. HCist - International Conference on Health and Social Care Information Systems and Technologies, 2023 (Accepted).

Comparing The Impact of Traditional Way of Learning with Book VS. Video on Adults' Learning a New Language (Farsi) Alphabet, 2023 (In progress).

User satisfaction with mobility assistive devices: using the QUEST 2.0, 2023 (In progress).

Exploring Traditional and Technological Approaches in Toddler Education: A Comparative Study and the Design of an Interactive VR Game for Enhanced Learning, Future of Information and Communication Conference (FICC), 2023 (Accepted).

SKILLS

Interaction Design, User-Centered Design Methodology, Design Strategy, Experiment Design, Contextual Inquiry, Universal Design Principles, User-Centered Design Thinking, User Research, User Interface Design, User Behavior, Qualitative Data Analysis, Quantitative Data Analysis, Prototyping, User Testing (Usability Testing), Information Architecture, Wireframing, Freehand Sketch, Game Design Theory.

TOOLS

Nvivo, SPSS Statistics, Figma, Miro, HTML/CSS, IntelliJ/ Java, Sketch Up, Auto Cad, Photoshop, Gravity Sketch (VR), Python.