

Education

Ph.D. Human-Centered Computing

Jan 2022-May 2025

University of the Maryland-Baltimore County

Baltimore-Maryland

M.A Product Design

Jan 2018-May2020

University of the Arts Pennsylvania

Philadelphia, Pennsylvania

Master thesis title: Customizable product design for low-cost manufacturing in the global market.

A human- Centered-Design case study for head and neck support for Cerebral Palsy children.

B.A Industrial Design

Aug 2010-May2014

Tabriz Arts University

Tabriz, Iran

School of Astronomy

Certification

Google UX Design Professional Certificate

2021-2022

Executive Online Master program in Computer and Information Technology (MCIT) 2021

University of Pennsylvania

Philadelphia, Pennsylvania

Publication

- **Deldari, E.**, Takkar, P., Yao. Users' Perceptions of Online Child Abuse Detection Practices. In Proceedings of the ACM on Human-Computer Interaction (CSCW'24).
- **Deldari, E.**, Freed, D., Poveda, J., Yao, Y. (2023). An Investigation of Teenager Experiences in Social Virtual Reality from Teenagers', Parents', and Bystanders' Perspectives. In Proceedings of 19th Symposium on Usable Privacy and Security (SOUPS'23).
- *Zhang, K., **Deldari, E.**, Yao, Y., Zhao, Y. (2023). A Diary Study in Social Virtual Reality: Impact of Avatars with Disability Signifiers on the Social Experiences of People with Disabilities. In Proceedings of the 25th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS'23).
- Zhang, K., **Deldari, E.**, Lu, Z., Yao, Y., Zhao, Y. "It's Just Part of Me:" Understanding Avatar Diversity and the Self-presentation of People with Disabilities in Social Virtual Reality. In Proceedings of the 24th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS'22).
- **E Deldari**, D Freed, Y Yao. Supporting A Safe and Healthy Immersive Environment for Teenagers. CHI2022. SSPXR22.
- **E Deldari**, Milekic, S., Zhi, X. Investigation the Impact of Information Architecture on User Experience Improvement in Mobile Application: An Empirical Study. USA 2021.

- **E Deldari**, Nozari Porshokouhi, P., Design and construction of an adjustable and attachable head support for CP patients' walkers, 21st Iranian Conference on Biomedical Engineering (ICBME), Iran, 2020.

Awards

- Scholarship Grant to attend USENIX Security (\$1400) 2023
- UMBC GSA Grant (\$750) 2023
- AICAD Post Graduate Teaching Fellowship Award, Toronto, Canada, (\$10.000) 2021
- A Design Award 2019, 2020
- UArts Merit-Based Fellowship Award, Philadelphia, USA, (\$24.000) 2018 -2020

Research Experience

Graduate Research Assistant

University of the Maryland-Baltimore County

Jan 2022-Present

Baltimore-Maryland

- Investigating people's privacy needs, expectations, and behaviors when interacting with computing systems and emerging technologies
- Studying the tension between different/conflicting privacy needs among multiple stakeholders.
- Promoting privacy equity for at-risk and underrepresented populations.
- Led interviews to understand how teenager experience social VR, and how they respond to harassment with them
- Studying child sexual exploitation and abuse in social virtual reality
- Studying avatar diversity and the self-presentation of people with disabilities in social virtual reality.

Graduate Research Assistant

University of the Arts Pennsylvania

Jan 2018-Dec2020

Philadelphia, Pennsylvania

Design and construction of adjustable and attachable head support for CP patients.

- Increased the quality of user experience for medical practitioners and designed diverse environment options using interviews and think aloud process.
- Head and neck motion analysis of 5 CP patients via Kinect sensor.
- Construction of an adjustable head and neck support mechanism with the ability of attach to CP's patient walker or wheelchair.
- Conceptual design of head support mechanism via Pairwise Comparison Pough method.
- StudyIng digital fabrication, computation, and additive manufacturing for medical products.

Projects for Advanced Computing Center for the Arts and Design

- Relied upon for applying UX/UI design and research on multiple interactive media projects.
- Responsible for conducting qualitative research and participating in developing federally funded (NIH-AHRQ)
- projects with emerging technologies like Virtual Reality and Augmented reality in a collaborative environment that resulted in complete development of three full functional iterations of the projects.

- Increased the quality of user experience for medical practitioners and designed diverse environment options using interviews and think aloud process.
- Organized and facilitated participatory design sessions and conducted iterative usability testing on multiple projects to ensure that users' needs were met.

Designed an online application for blind and visually impaired individuals.

- Relied upon for applying UX/UI design and research on an interactive media project.
- Organized and facilitated participatory design sessions and conducted iterative usability testing on a project to ensure that users' needs were met.
- Interviewed more than 10 visually impaired people to analyze their behaviour while using smartphones.
- Designed hi-fi and interactive prototypes to test, analyse User Interfaces for visually impaired individuals.

Pennect

Pennovation, University of Pennsylvania

- Designed and built front-end pattern libraries in TypeScript that resulted in rapid project development.
- Conducting qualitative (interviews, shadowing, participatory research) and quantitative research (Surveys, usability test and video coding) on Pennect project.
- Designed and prototyped a visual interface for Pennect application which helps incoming UPenn students To adjust campus life faster.

Member of Health Companion Research Group

- Participated in research group and conducted qualitative research (interviews, shadowing, Participatory research) on people living with cancer through co-design.
- Designed, prototyped and wire-framed an AR app and a system for cancer survivors to participate in Health Companion and self-management.

Teaching Experience

Teaching Assistant

Jan 2020 - May 2020

Science Leadership Academy

Philadelphia, Pennsylvania

- Had 3 classes with 15 students and helped them with weekly pin-up.
- Assisted students with sketching, modeling and prototyping.
- Taught design process and developed solution to each project.
- Assisted students with questions and graded their works and performance.

Teaching Assistant

Aug 2018-Dec2019

University of The Arts Pennsylvania

Philadelphia, Pennsylvania

- Prepared and conducted weekly tutorials for a class of 30 students as well as marking their exams
- Conducted weekly session to answer students question.
- Compiled and graded assignment and exams.
- Prepared and conducted weekly tutorials and recorded weekly lecture in a class.

Internship

Virtual Reality/UX Design and Researcher

May 2020- August 2020

Equity Lab

Seattle, Washington

- Ideated and designed virtual reality models and UX concepts for immersive technology for scalable social impact projects such as “VR for Children’s Right to Education”, “VR Career Simulator for Miami-Dade County” and “VR Genie”
- Prototyped, evaluated and optimized virtual reality environments for multiple projects on Mozilla hubs platform, and collaborated with a team of managers, engineers and designers through the projects.

UX Designer Intern

Jun 2019– Dec 2019

RE-Solutions Group LLC,

Columbia, Maryland

- As the first UX Designer I designed Low-Fi & High-Fi prototype testing and visual & interaction design using Figma, Adobe Photoshop and Adobe Illustrator.
- Designed and prototyped cross platform responsive web applications for mobile, tablet and desktop using InVision, Figma.
- Received 90% customer love for the visuals by conducting a workshop to design interfaces visuals, Illustrations and animations with players collaboratively.

Skills

Programming: R, Python, JavaScript, CSS, HTML

Design: Unity 3, Figma, Just-in-mind, Invision, Sketch, Adobe Illustrator, Adobe Photoshop, Corel Draw, Balsamiq, Livecode, Maya, Rhinoceros, Solidworks, Keyshot, V-Ray.

UX/I Skills: Interaction Design, Storyboarding, User Flows, Wireframing, Prototyping, Data Visualization, Visual Design, A/B Testing, Information Architecture, Collaborative Ideation, VUI

Research: Survey, User Interview, Usability Testing, Affinity Mapping, Flow Diagramming, Ethnographic Research, Contextual Inquiry

Thank you for your time

Elmira Deldari