Elmira Deldari

Computational UX Researcher

edeldar1 AT umbc DOT edu
elmiradeldari.com
linkedin.com/in/elmira-deldari

EXPERIENCE

SpeedLab, UMBC | *Graduate Research Assistant*

Jan 2022 - Present | Baltimore, MD

Worked on NSF Small Core on Privacy Negotiation

- Led a qualitative research study to investigate user awareness and privacy concerns related to CSAM detection mechanisms on devices and servers, with a focus on the controversy surrounding Apple's device-side scanning feature
- Conducted content, discourse, and ethnographic analysis of online forums
- Assisted with qualitative and quantitative research to understand stakeholders' perspectives on the privacy and security of smart home devices used in Airbnb and contributed to the implementation of privacy policies for the use of IoT devices in Airbnb

Worked on NSF HCC Small Core on Avatar Accessibility in VR

- Led a research study to identify potential privacy and security risks and threats in virtual reality and analyzed conflicts and tensions between differing privacy needs among multiple stakeholders.
- Analyzed the privacy policies of emerging technologies and implemented new policies to secure the environment for vulnerable users
- Performed video analysis, conversation analysis, interviews, surveys, and statistical tests to derive insights into privacy behaviors
- Advocated for privacy equity, with a focus on at-risk and underrepresented populations

RE-Solution | *UX Design and Research Lead*

Jun 2019 - December 2021 | Columbia, MD

- Led UX research of novel interfaces and developed front-end pattern libraries, accelerating project development
- Conducted user interviews and usability testing that led to the redesign of a major website feature, increasing user task completion rates by 30%
- Analyzed survey data to reveal user preferences, informing product strategies that achieved a 10% increase in customer satisfaction

SELECTED PUBLICATIONS

- **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).

SKILLS

User Research

Interviews, Survey, Observations, Participatory Design, Focus Group, Statistical/ Ethnographic/Thematic and Content Analysis, Task Analysis, Usability Testing, A/B testing, Heuristic Evaluation

Prototyping

Interactive Prototypes, Wireframing, User Flows, Storyboarding, Information Architecture

Design

User Experience Design (Figma, Sketch, InVision), Graphic Design (Adobe Photoshop, Adobe Illustrator), Video Editing (Adobe Premiere Pro), 3D Modelling and Rendering (Unity, Cinema 4D, Rhino 3D, Keyshot)

Analytics

Python, R, SPSS, SQL

AWARDS

National Science Foundation Cybercorp Scholarship, 2024-2026

EDUCATION

Ph.D. Human-Centered Computing
University of Maryland, Baltimore County | 2022 - Present

M.S., Computer and Information Technology
University of Pennsylvania | 2020 - 2021

B.A., Architecture and Industrial Design
Art University of Tabriz | 2010-2014