

# MEHRAD FARIDAN

Mixed Reality Developer

&

User Experience Designer

## **DATES & PLACES**

UNIVERSITY OF CALGARY 2018 - 2022

#### **DATES & PLACES**

Mixed Reality Developer Makami College May 2022 - Current

Research Assistant Programmable Reality Lab University of Calgary Jan 2022 - *Current* 

#### **EDUCATION**

Bachelor of Science (BSc) in Computer Science, Specialization in Human - Computer Interaction.

#### **EXPERIENCE**

Designing, prototyping, usability testing & deploying XR & Haptic Feedback solutions. Developed the **world's first** use of Mixed Reality in Massage Therapy Education.

Successfully developed a research collaboration between MaKami College and the University of Calgary.

- UIST Student Innovation Award 1st Place
- UCalgary Computer Science Showcase Best Demo
- Published Research to CHI 2023.
- Supervised by Dr. Ryo Suzuki.

Assisting **and leading** multiple Human-Computer Interaction projects. From ideation, design, development, prototyping to user testing/research & deployment.

- Snap Creative Challenge 2021 Winner
- Published Research to UIST 2022.
- Supervised by Dr. Ryo Suzuki.

#### **AWARDS**

August 2022
<u>UIST Student Innovation Contest</u>

1st Place Winner

Feb 2022

**Snap Creative Challenge** 

"The Future of Co-Located Social AR"

Jan 2022

NSERC Undergraduate Student Research Award (USRA)

### **PUBLICATIONS**

ChameleonControl: CHI 2023 (Accepted)

A "Guide to Control" Approach for Human-Based Telepresence in Remote, Hands-on Massage Therapy Education & Training.

UltraBots: UIST 2023 (Honorable Mention)

Large-Area Mid-Air Haptics for VR using Robotically Actuated Ultrasound Transducers

Feb 2021/2020 Calgary Hacks 3rd Place Award 2021

Participant Award 2020

Sept 2019 Alexander Rutherford Scholarship

# **SOFT SKILLS**

Wireframes | Visual Design | Prototyping

*UX + UI Design | Project Management* 

Research & Publications | Grants/Funding

#### **LANGUAGES**

English, Fluent

Farsi, Fluent

French, Proficient

#### SketchedReality: UIST 2022 (Accepted

Exploring bi-directional interactions between Virtual Sketches and Actuated Tangible User Interfaces

#### RealityChat: CHI 2023 (LBW)

Augmented Conversation with Embedded Speech-Driven On-the-Fly Referencing in AR

#### **TECHNICAL SKILLS**

Unity | A-frame | Unreal | Hololens | Three.js | VR/AR

Oculus Quest + Quest Pro | Adobe Creative Suite

Figma | Javascript | C# | C/C++ | Java

#### **DESIGN PHILOSOPHY**

I believe in designing a cleaner & more accessible world, where user interfaces are *mediums* between hum<u>ans and ma</u>chines that foster *intelligent, intuitive* and *delightful* interactions.

# CONTACT

Location Calgary, Canada

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## **ABOUT ME**

From Human-Robot Interaction to the seamless coupling of the Virtual and Physical worlds. I'm *fascinated* by all the opportunities we now have to radically reshape the world we live in. I always ask myself:

at what other time in mankind's history did humans possess the power not only to change the world but to *mold the very reality we inhabit?* To reconfigure the world, and by extension our lives, *exactly* how we desire.

That question, and many more, fascinate me and fuel my passion for immersive technologies like VR, AR, Haptics and more.

56

Design is intelligence made visible