

# MEHRAD FARIDAN

Mixed Reality Developer

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User Experience Designer

### **DATES & PLACES**

UNIVERSITY OF CALGARY 2018 - 2022

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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**

Researching, designing and developing the world's first use of Mixed Reality in Massage Therapy Education. Successfully pitched and subsequently facilitated a research collaboration between Makami College and the University of Calgary. Managing internal budgets & securing external funding/support (Alberta Innovates, NSERC, MITACS, etc). Designing, prototyping, usability testing & deploying XR & Haptic Feedback solutions.

- UIST Student Innovation Award 1st Place
- Submitted our findings to SIGCHI 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 Winner
- Submitted & Published in UIST 2022.
- Supervised by Dr. Ryo Suzuki.

### **AWARDS**

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

1st Place Winner

Feb 2022

<u>Snap Creative Challenge</u>

"The Future of Co-Located Social AR"

Jan 2022 <u>NSERC Undergraduate Student Research</u> <u>Award (USRA)</u>

### **PUBLICATIONS**

ChameleonControl: SIGCHI 2023 (Pre-print)

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

#### UltraBots:

JIST 2023 (In Development

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 | Prototyping | Visual Design
User Experience | Project Management

### **LANGUAGES**

English, Fluent

Farsi. Fluent

French. Proficient

### SketchedReality UIST 2022 (Accept

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

### RealityChat: SIGCHI 2023 (Re-submit)

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

# **TECHNICAL SKILLS**

Unity | A-frame | C# | AR/VR | Three.js

Figma | Adobe Creative Suite | Sketch | JavaScript

Python | Java | C/C++ | SQL | Haskell

### **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

Website

mehradfaridan.com

Phone

1 - (403) - 689 - 5848

LinkedIn

Email

faridan3838@gmail.com

mehrad.faridan1@ucalgary.ca

### **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. Just ask yourself: 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.

Design is intelligence made *visible*