Prachee Javiya

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Skills/Tools

✓ UX Writing	✓ User Research	✓ UX Prototyping	✓ Usability Studies	✓ Visual Design	✓ User Interface Design
✓ HTML	✓ Figma	✓ Product design	✓ Qualitative Analysis	✓ Kotlin	✓ Experimental Design
✓ Illustrator	✓ Usability Testing	✓ Design Systems	✓ Wireframing	✓ Statistics	✓ Product Management

Work Experience

Lead User Experience Researcher - Contract, *Dominicanos USA, USA*
07/24 - Present

- Led UX research at Dominicanos USA, increasing Dominican American engagement by 25% through esports in virtual reality (VR) initiatives.
- Conducted 30+ interviews, providing experiential insights about community connections across the U.S. Dominican demographic.
- Developed frameworks that boosted diaspora engagement by 20%, utilizing gaming as a tool for organizing and connecting the community.
- Collaborated with the president to implement strategies that resulted in increased in participation through culturally relevant gaming experiences.

User Experience Research Assistant, *University of Maryland, Baltimore County, USA*
01/23 - Present

- Prototyped a Learning Analytics Dashboard for a peer mentoring program with a team of 4.
- Organized a **co-design workshop** with 2 Mentors and 1 Mentee to gather data about user needs, behaviors, and attitudes.
- Facilitated **interviews** with 3 professors to understand their needs for a Learning Analytics Dashboard(LAD).
- Applied inductive coding and conceptual modeling to analyze **500 student survey responses**, showcasing expertise in qualitative research.

Grader for Fundamentals of Human-Centered Computing, *University of Maryland, Baltimore County, USA*
01/23 - 12/23

- Conducted Figma tutorials for a class of 30 students, offering hands-on guidance and supporting their learning process.
- Graded assignments and exams weekly, providing detailed feedback and mentoring students by addressing their queries.

Frontend Developer, *Playpower Labs, India*
01/22 - 06/22

- Conceptualized a bilingual online educational platform ([HALT-AD]) aimed benefiting 1,000+ older adults by reducing dementia risk.
- Demonstrated proficiency in **AngularJS** by maintaining efficient cross-team collaboration with 10 engineers to develop a responsive **frontend** for the platform.
- Performed manual **testing** using BrowserStack for cross-platform compatibility, ensuring seamless functionality across various devices and browsers.

Publications

- Javiya P., Anthraper N., Iluru S., Kleinsmith A., Chen K., Co-designing a Learning Analytics Dashboard to Support Transfer Student Mentoring, **CHI LBW 2024.**
- Alpeshkumar Javiya, P., Kleinsmith, A., Karen Chen, L., Fritz, J. Parsing Post-Deployment Students' Feedback: Towards a Student-Centered Intelligent Monitoring System to Support Self-Regulated Learning. Proceedings of the 25th International Conference on Artificial Intelligence in Education, **AIED 2024.**
- Designing a Student-Centered Learning Analytics Dashboard: Enhancing Peer Mentorship and Goal Management in Computing Education. (Submitted to **LAK 2025**).

Featured Projects

Threads and Beads: Systems Design Project

- Managed the digital transformation of Threads & Beads, a clothing boutique, transitioning from paper-based customer data management to a digital solution, increasing the **revenue by 34%**, and **reduce fabric wastage by 9%**.
- Designed the system by leveraging Augmented Reality(AR) to calculate customer's body measurements virtually, thereby **reducing customer churn by 5%**.

UI Prototyping and Development of Haptic Gloves for Virtual Reality(VR)

- Utilized Figma and DraftXR for the prototyping of haptic gloves for **VR interface interaction**.
- Employed **empathy maps** and **hierarchical task analysis** as visualization techniques to create a user-centric VR interface with 30% increase in efficiency.
- Developed prototypes ranging from low to high fidelity, incorporating **peer feedback** for continuous refinement and improvement.

Education

Master's in Human Centered Computing, University of Maryland - Baltimore County
Baltimore, MD, USA
07/22 - 05/24

Relevant Coursework - UI Development & Prototyping, Accessibility and Inclusive design, Affective Computing, HCI, Graphic Design for Interactive Systems
CGPA - 3.9/4.0

Bachelor's in Information and Communication Technology with Minors in Physics, Ahmedabad University
Ahmedabad, GUJ, IND
07/18 - 05/22

Relevant Coursework - User Centered Design, Human Computer Interaction, Software Engineering, Database Management Systems
CGPA - 3.2/4.0

Volunteering

- Math tutor in Reach Together Tutoring Program at University of Maryland, Baltimore county.
- Arcade Virtual Reality Volunteer at the Games for Change 2024 Festival.
- Head of the Design team for Ahmedabad University's Tech Club's social media and website.
- University Basketball women's team captain at Ahmedabad University.