
Pezhman Raeisian Parvari

UX/UI DESIGNER | ARCHITECT - Over 15 years of Experience

315-591-7464 • pezhmanraeisian@yahoo.com

[Website](#)

[Email](#)

[LinkedIn](#)

EDUCATION

State University of New York (SUNY) College at Oswego, Oswego, NY	May 2024
Master of Arts, concentration in Human-Computer Interaction, GPA: 3.96/4.0	
<ul style="list-style-type: none">Recipient of the Sigma Xi Award	2024
Sigma Xi Award for demonstrating excellent presentation research at an annual research symposium	
<ul style="list-style-type: none">Treasurer, Human-Computer Interaction (HCI) Club	September 2023–May 2024
Tehran University, Tehran, Iran	2010
Master of Arts, Landscape Architecture	
<ul style="list-style-type: none">Member of the Landscape Architecture Student Association	2008-2010
Sooreh Higher Education Institute, Tehran, Iran	2005
Bachelor of Arts, Architecture	

SKILLS

More than 30 certifications in augmented reality, 3D modeling, wireframing, prototyping, data analysis, and teamwork.

Technical Skills:

Sap, Sap WM, Sap MM, Figma, 3D Max, Unity, Adobe Aero, Artivive, Gravity Sketch, SketchUp, AutoCAD, Photoshop, Premiere, After Effects, Miro, HTML/CSS, IntelliJ/Java, Python, SPSS Statistics

Design Skills:

Interaction Design, Augmented Reality Experience, 3D modeling, User-Centered Design Methodology, Design Strategy, Experiment Design, Contextual Inquiry, Universal Design Principles, Design Thinking, User Research, User Interface Design, User Behavior, Qualitative/Quantitative Data Analysis, Prototyping, Usability Testing, Information Architecture, Storyboarding, Wireframing, and Freehand Sketch

UX/UI PROJECTS

HCI Laboratory, Oswego, NY Aug 2022–Jan 2023

VR Lab Assistant

- Managing the HCI lab and procuring new equipment.
- Instructing new students on the operation of the devices.
- Researching new devices and compiling their applications for the HCI group.

Facility Services, SUNY Oswego, NY Nov 2022–Present

UX/UI Designer and Researcher, Database Manager

- Researching campus history and creating questionnaires for the user experience of dormitory residents
- Designing and developing Augmented Reality (AR) experiences for some campus memorials.
- Collecting data on all campus trees with their details in Microsoft Excel.
- Creating ER diagrams and databases for Hewitt Union facilities in Microsoft Access.
- Initiated a comprehensive campus-wide database using MS Access, focused on facility services.

ReelRating (A collaborative effort involving 16 contributors to develop a web application for rating movies) Aug 2023–Dec 2023
UI Designer, UX Researcher, and QA Tester

- Collaborating on app design, wireframing, and prototyping using Figma and Adobe XD.
- Testing the back and front ends and designing testing sheets throughout the entire process.
- Actively engaging in joint meetings with collaborating teams (requirements, usability, GUI, engine, and QA).

SWSS (Student Wellness Screening Service) Aug 2023–Dec 2023
UX/UI Designer

- Collaborating on application design, wireframing, and prototyping using Figma and Adobe XD.
- Conducting user experience testing and managing participants during the testing process.
- Designing and presenting a poster for the Quest 2023 exhibition held at SUNY Oswego.

Sheldon Virtual Tour Dec 2022–May 2023
AR Modeler, Implementer

- Creating a 3D scan of the Sheldon statue and developing an AR tour Using Adobe Dimension and Adobe Aero.
- Designing a virtual tour of the historical photos at Sheldon Hall at SUNY Oswego using Artivive.
- Producing short animations for the Sheldon Hall virtual reality tour using Adobe Premier and After Effects.

ZENZONE Dec 2022–May 2023
UX/UI Designer, UX Researcher

- Designing an ADHD-friendly game to assist individuals in public speaking.
- Designing the app, creating wireframes, and prototyping using Figma and Adobe Photoshop.
- Designing and presenting a poster for the Quest 2023 exhibition held at SUNY Oswego.

AR land Dec 2022–May 2023
AR Modeler, UX Researcher

- Exploring user impact through AR-based landscape design showcase.
- Designing and implementing a 3D model of a landscape using Adobe Dimension and Aero.
- Designing a UX test and managing participants during testing using Google Forms.

ARCHITECTURAL EXPERIENCE

Facility Services, SUNY Oswego, NY Jun 2023–Jul 2023
Designer and implementer

- Designing and implementing two alvar-themed garden beds at the entrance of the Shineman Center, paying homage to the rare North American ecosystem.

Ista Dezh Co., Nazar Research Center, Atieh Shahr Co. Tehran, Iran Oct 2002–Jan 2021
Designer and Researcher

- Designing and implementing buildings, parks, and highway landscapes (more than 25 projects).
- Producing 3D models, animations, maquettes, and professional presentations.
- Documenting the design and implementation process for over 10 years.
- Leading design teams for over 7 years.

PUBLICATIONS

- **Confident Talk Enhancing Communication for Individuals with ADHD:** Comprehensive Research and Development of a Speech Support Application with AI and VR-Powered Personalization, 2024 (In Print)
- **Towards a Taxonomy of Evidence-Based Medical XR Apps,** 2024 (In Print)
- **The Effect of Augmented Reality on Landscape Design to Support Dementia Patients with Reminiscence Therapy,** 2024 (Under Review)
- **Utilizing HCI Methods for Mixed Reality Cultural Heritage App Design and Evaluation,** 2022 (in progress)