

# TARINI NAIK

UX Designer - Researcher

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## Experience

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### Microsoft Research, India

Responsible for UX research and design of the applications, services and products in the field of accessibility and healthcare. Ethnographic research and field visits are an integral part of my role.

#### RESEARCH FELLOW - July 2023 - Present

- Envisioning the role of AI in accessibility - Leading a study to understand how generative AI can empower teachers with visual impairments in India
- Understanding the role technology plays in the current Indian education system  
*User Study and Web Application UX-UI based on the insights*

#### RESEARCH INTERN - August 2022 - July 2023

- **SEEDS** - A technological platform that empowers both teachers and students at the schools for the blind to engage, consume and enjoy educational experiences such as stories, quizzes, and games.  
*Designing UX-UI, UX for IVR system, User Study, Paper Writing*  
**Presented at Carnegie Mellon University 2024**  
**Exhibited Poster at Empower Conference 2022**
- **SignIt!** - A sign language based quiz platform for the Deaf and Hard of Hearing (DHH) community. It enables them to create and play quizzes.  
*Participatory Design, User study, UX-UI Design Improvements, Paper Writing*  
**Presented at Empower Conference 2023**
- **SmartKC** - A low-cost diagnosis tool for diseases like diabetes through conjunctival imaging  
*Designing, Implementing (3D printing) and User Testing*
- **Jod** - An accessible video conferencing prototype for mixed hearing groups.  
*User Study - Mixed ability focus group - 15 DHH and 10 hearing participants.*

### Microsoft Research, India - Ludic Design for Accessibility

#### THESIS - Product, Service and UX-UI Design - February - May 2022

**Aumigo** - A service designed for autistic children and their parents to help ease the journey of managing autism.

### Global Studio Collaboration - U.Mich (Ann Arbor) , National Institute of Design and Virginia Commonwealth University, Qatar

#### DESIGN COLLABORATION - January - April 2021

Followed a speculative design approach to create a product that manages currency as the amount of carbon footprint one generates.

## Skills

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### Design:

User Research, Usability Testing, Competitive Analysis, Insight Mapping, Visual Design, Rapid Prototyping, Sustainable Thinking, Ethnographic Research

### Design Tools:

Figma, Adobe Creative Suite, Fusion 360, Rhinoceros 3D, AutoCAD, Flashprint, Cura

## Education

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### Srishti Manipal Institute of Art, Design and Technology, India

2018 - 2022

Bachelor of Design (Industrial Design Practices)

## Publications

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### SEEDS\*

Accepted at COMPASS 2024

### Technology and Indian Teachers\*

Accepted at COMPASS 2024

### SignIt!

Poster - [ASSETS 2023](#)

Long paper - [ITU Journal 2023](#)

### Jod

Long paper - [ASSETS 2023](#)

\* indicates first authorship

## Achievements

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### Microsoft Global Hackathon 2022

Stood 3rd amongst 10,019 entries worldwide in two categories:

- Hack for Society
- Hack 2 Enable.