

Amir Jahanlou

Graduate Researcher

School of Interactive Art and Technology,
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I am a Ph.D. student specializing in HCI. I employ my background in digital media and programming to enhance software learnability for beginners. Using prototyping, A/B testing, and usability analysis, my work focuses on lowering the threshold of creativity support tools via human-centered design approaches.

EDUCATION

Sep 2018 - Dec 2022 (expected) **P.h.D., Interactive Art and Technology**
Simon Fraser University
Focus: Human-Computer Interaction.
Thesis: Democratizing Motion Graphics Design via Low-threshold Tools (in-progress)
Advisor: Dr. Parmit K. Chilana
Committee Members: Dr. William Odom, Dr. Sheelagh Carpendale

Feb 2017 - Aug 2018 **MEd in Higher Education**
University of British Columbia
Focus: Leadership in Higher Education
Advisor: Dr. Amy Metcalfe

Sep 2012 - Aug 2014 **MA in Digital Media Practice**
Middlesex University
Focus: Creative Media and Technology.
Thesis: Challenges of Implementing Mobile Apps in Educational Institutions
Advisor: Dr. Willi Woeber

Sep 2005 - Apr 2008 **BA in Digital Film Animation**
Middlesex University
Honors Thesis: Comparison of the Efficiency of 3D Render Engines for beginner 3D artists.

RESEARCH EXPERIENCE

Research Assistant, IX Lab - SFU, 2018-Present

- Conducting user experience research using qualitative and quantitative research methods.
- Collaborating with supervisors, external advisors, to identify research opportunities.
- Developing mid-to-high fidelity prototypes to assess/improve software learnability.
- Working in groundbreaking research in democratizing access to motion graphics design.
- Locating and recruiting strong user research participants based on a multitude of criteria.
- Conducting user testing of design concepts and prototypes in-person and remote.

PEER-REVIEWED PUBLICATIONS

- Jahanlou, A., Chilana, P. (2022) *Katika: An End-to-End System for Authoring Amateur Explainer Motion Graphics Videos*. Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems.
- Jahanlou, A., Odom, W., and Chilana P. (2021) *Challenges in Getting Started in Motion Graphic Design: Perspectives from Casual and Professional Motion Designers*. Graphics Interface 2021.

PEER REVIEWING

- ACM SIGCHI Conference on Human Factors in Computing Systems (CHI), 2020, 2021, 2022 IEEE
- International Symposium on Mixed and Augmented Reality (ISMAR), 2021

AWARDS, HONORS, AND ACHIEVEMENT

- Graduate Fellowship 2018 [\$6,500]
- Best Editing / Compositing Animation Video Entry CGSociety - 2010 (among 1081 entries)
- Honorable Mention Animation Video Entry - 2011 (among 814 entries)
- Top 20 Highest rated iOS and Android App dev courses, Udemy - 2020/2021

SKILLS

- User Experience Design
- Semi-Structured Interviews
- Usability and Concept Testing
- Hypothesis and A/B Testing
- Designing User Surveys
- Ux Research
- User Research
- Contextual and Field Inquiries
- Interaction Design
- Accessibility and Inclusivity Testing
- Mobile App Feature Design
- Digital Visual Design
- Animation and Motion Graphics

TOOLS

UX Research and Design

Qual: NVivo, Atlas.ti

Quant: SPSS, Tableau, and Jmp

Design: Figma, Axure, Adobe XD/

Photoshop/ Illustrator

Coding Languages:

C#, Python, Swift, Kotlin, Objective-C

Development:

Xcode, Visual Studio, Android Studio, Unity

Technology:

Firebase, Azure, Git/Github

TEACHING EXPERIENCE

Instructor - Simon Fraser University,

- Mobile Computing. Spring 2022

Teaching Assistant - Simon Fraser University,

- Advanced Human-Computer Interaction, Supervisor: Dr. Brian Fisher, Fall 2021
- 3D Computer Animation, Supervisor: Dr. Steve Dipaola, Fall 2020
- Special Topics in HCI. Supervisor: Dr. Parmit K. Chilana. Spring 2020

Instructor - Udemy

- Delivering various courses on mobile app design, UX, and development. The total of 14 courses, draws over 180,000 students from 131 countries, Jun 2018 - Present.

Senior Instructor - SAE Institute

In charge of delivering a multitude of courses in app development, user interface design, motion graphics, 3d graphics, and games development. Aug 2008 - Apr 2016

PROFESSIONAL EXPERIENCES

Head of Department - SAE Institute | Jul 2010, Aug 2013

Conducting market research to assess department's performance and recommend changes for curriculum, staffing, assignment, and course content.

Digital Media Artist - Mediatech | May 2003 - Sep 2005

Senior technical artist in the animation department working on a variety of 3D, 2D, video editing, compositing, and animation projects.