

KIANA ALIKHADEMI

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RESEARCH EXPERIENCE

Graduate Research Assistant

Human-Experience Research Lab

📅 Dec 2016 – Ongoing

📍 Gainesville, FL

- Main technical lead of the MODA project which is a multiple decision strategy in-store application in less than one year. We implemented a NodeJS server to retrieve adaptive and intelligent information based on user query which we got from Dialogflow. I learned about most significant decision-making strategies and how to design an efficient and user friendly conversation path for a companion assistant along with server-side programming with NodeJs.
- Incorporating BCI technology into different projects for using brain engagement level for doing the usual daily things and worked on data analysis. Using this new way as an authentication method can make a huge difference in respect to the security issues of current authentication methods.

Volunteer Research Assistant

Clinical and Translational Institute

📅 2015 – 2016

📍 Gainesville, FL

- Investigated the current pattern of using the stimuli drug among the college students during the school year. I get a valuable insight about applying different machine learning and statistical techniques on the time series dataset.
- Predicting the readmission rate for patients who are super utilizers of the insurance. It was great experience to apply data mining techniques to see how I can improve the prediction accuracy based on the ER visits dataset we have.

Research Assistant

Network and Systems Laboratory

📅 Jan 2013 – Feb 2014

📍 Tehran, Iran

- Developed an efficient framework in Mobile Ad-hoc Networks by incorporating Machine Learning and Trust Management techniques. This work has been published as a full paper in 16th IEEE Network Computing and Applications in Cambridge, MA.

SELECTED COURSE PROJECTS

Distributed Operating System

📅 Fall 2016

📍 University of Florida

- Developed a cloud-based system consisting of Beagle Bone Black board, analogue and digital sensors. The data has been managed through the high-level and low-level drivers(C-based Implementation). Incorporated the MQTT publisher-subscriber for the communication between the devices and edge layer. The main takeaways from this project was making the connection through the Web API between the devices in the whole system.

Human-Computer Interaction

📅 Spring 2017

📍 University of Florida

SKILLS

Programming Languages

C, C++, Java, Python, JavaScript, R

Web and DB Technologies

NodeJS, Bootstrap, MySQL, MongoDB, CouchDB

UX/UI skills

Interviews, Focus Groups, Think-A-Loud Testing, Cognitive Walkthroughs, Diary Studies, Contextual Inquiry, Accessibility Research, Ethnography Study, Usability Testing, Affinity Diagrams, Personas, Prototypes, Scenarios, Sketches, Storyboards, User Flows, and Wireframes

AREA OF INTEREST

Conversational AI

Human-Centered AI

Spoken Language systems

UX enthusiast

PUBLICATIONS

- Williams, Anna, Kiana Alikhademi, and et al (July 2018). "Designing AR Therapeutic Experiences for In-Home Preventative Care". In: *Advances in Human Factors and Systems Interaction*.
- A.Mack, Naja, Kiana Alikhademi, and et al (2017). "Developing and Evaluating a Multi-Strategy Mobile Decision-Aid for In-Store Shopping". In: *20th International Conference on Human Computer Interaction*.
- Asaadi, Shima, Kiana Alikhademi, and et al (2017). "Trust-Based QoS-Oriented Routing in Cognitive MANETs". In: pp. 45–52.

EDUCATION

Ph.D. in Human-Centered Computing

University of Florida

📅 Jan 2016 – 2020

M.S. in Computer Science

University of Florida

📅 Jan 2016 – Dec 2018

- The ultimate goal was to design a more stable and efficient system for groups to generate memorable and strong passwords.
- A broad user research among the users with different demographics has been held to come up with a comprehensive finding about what are the main user needs.
- Developed a Google chrome extension consisting of three different algorithms for generating passwords. the statistical significance test has been computed to prove that we promote the usability of the system.

User Experience Design

📅 Fall 2017

📍 University of Florida

- Design the interaction design and conversation path for academic chat bot(GameOn Technology).
- explored the main user needs by holding multiple focus groups and interviews.
- The Wireframe and Taskflow has been designed to show the main features of the Bot. After incorporating the client's feedbacks in the design, the interactive prototype has been designed using InVision so that they can go over the bot and navigate through different pages and try multiple functionalities.

Research Methods in Human-Centered Computing

📅 Spring 2017

📍 University of Florida

- Investigated the gesture recognition accuracy difference between older adults and children.
- The ultimate goal was to propose a guideline for the design of the touchscreen devices appropriate for these ages.
- Developed Android application consisting of two games for touch and gesture accuracy.
- The quantitative research method has been done to investigate the correlation between the age and the accuracy. Also it was explored that which part was not reachable mostly for each age range to come up with the best interaction design for this age range.