

REZA SHAHRIARI

Gainesville, Florida, US | rshahriari@ufl.edu | <https://www.cise.ufl.edu/~rshahriari/>

I am an HCI + AI researcher. I design and develop interactive software that leverages AI to address human needs.

EDUCATION

Ph.D Candidate in Computer Science

2021 - NOW

University of Florida | Gainesville, FL, USA

- Advisor: Dr. Eric Ragan

Bachelor of Science (B.S) in Computer Engineering

2015 - 2020

- Sharif University of Technology (SUT) | Tehran, Iran

WORK EXPERIENCE

Indie Lab - UF | HCI Researcher (Human-Centered AI)

2021 - NOW

MuCHEx | UI/UX Lead for DARPA ECOLE

- Designed and implemented a Multimodal Conversational Tool for Interactive Exploration of Object Classification.
- Conducted a user study and data analysis to evaluate the effectiveness of debugging object learning models

KnowledgeCapture | Project Lead

- Designed and developed an LLM-assisted natural language interface for efficient knowledge graph (KG) augmentation and editing
- Implementing a natural language interaction system to efficiently edit the knowledge graph.
- *conducted a user study showing reduced user effort and improved accuracy over traditional GUI methods.*

FeedMeBetter | Project Lead

- Conducted large-scale user study (n=149) to evaluate trade-offs between human effort and feedback quality in human-in-the-loop AI systems.
- Designed and analyzed four user input methods (from simple to complex) to quantify effects on engagement, accuracy, and model improvement.
- Fine-tuned vision-language models (LLaVA, Video-LLaVA) using human feedback and LLM-generated text, demonstrating how feedback specificity significantly impacts model calibration accuracy.

GraphExploration | Project Lead

- Designed and implemented a multimodal interface for exploring knowledge graphs, enabling diverse comparison tasks (1-1, 1-N, N-N) across value, path, and structural dimensions.
- Developed a pipeline for extracting semantic parameters from user queries, including ambiguity resolution, property identification, and adaptive visual feedback.
- Created interactive features such as ambiguity widgets and graph-driven summaries to reduce cognitive load and support efficient large-scale graph exploration.

TECHNICAL SKILLS

UI/UX Design and Prototyping

- Wireframing, User Flows, Interaction/Visual Design
- Low & High Fidelity Mockups
- Dynamic Prototyping with Figma

UX Research & Evaluation

- Usability Testing
- Mixed Methods (Quantitative & Qualitative Analysis)
- Interaction Log Analysis

Front-end & Back-end Development

- HTML, CSS, JavaScript, Flask, React, Neo4J-DB
- Data Visualization (D3.js, Chart.js, Cytoscape.JS)