

Shreya Kamath

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EDUCATION

Master of Science in Human-Computer Interaction Indiana University

August 2024 – May 2026
United States

Bachelor of Engineering in Electronics and Communication Engineering N. M. A. M. Institute of Technology

August 2018 – July 2022 | India

SKILLS

UX Research: User Research, User Personas, User Journey Mapping, Quantitative & Qualitative Data Analysis, Contextual Inquiry, User Testing, Affinity Mapping, Storyboarding, User surveys & User Interviews, focus group, participatory/co-design, Task Analysis, Usability Testing, A/B testing, Competative Analysis, Inductive and Deductive coding, Thematic Analysis, Phenomenology, Systematic Literature Review

UI/UX Design: User-Centered Design, Digital and physical prototypes, Wireframing, User Interface (UI) Design, Interaction Design, Responsive, Accessible and Inclusive Design

Tools: Figma, FigJam, Miro, Qualtrics, Atlas.ti, Procreate

CERTIFICATES

**Social and Behavioral
Responsible Conduct of
Research:** CITI Credential ID:
64753030

**Social/Behavioral
Researchers:** CITI Credential ID:
64753031

**Google UX Design Professional
Certificate:**

RESEARCH EXPERIENCE

SETH Lab, Luddy School of Informatics, Computing & Engineering, Indiana University Research Assistant

August 2024 – Present | Indianapolis, Indiana

- **Collaborated with an interdisciplinary team** of designers, developers and school counselors to design virtual reality (VR) experiences aimed at supporting children's social-emotional well-being.
- Working as a **project lead** on 3 ongoing research studies
 - 1) Designing an Interactive empathy assessment tool through **role-play activities and focus group sessions with children.**
 - 2) **Co-designing** virtual reality games for understanding emotions of self and others through **participatory design sessions with child design partners (Master's Thesis)**
 - 3) Conducting **qualitative data analysis** using **phenomenological method** to understand how VR and AI can be used for the implementation of Social-Emotional Learning in middle schools.
- Conducted **Interpretive Phenomenological Exploration** of Indiana Middle School Counselors' Perspectives on the current state of Social-Emotional Learning Implementation through interviews with school counsellors and teachers
***Under Review at Professional School Counselling Journal**
- Conducted a **systematic literature review** using **PRISMA framework** by analyzing academic papers across various databases to synthesize methodologies for designing VR experiences for children.

WORK EXPERIENCE

TMG Solutions UX Researcher and Designer

August 2025 – October 2025 | Charlotte, North Carolina, USA

- Designed an **AI-powered compliance co-pilot** to help small and medium-sized businesses identify, understand, and resolve compliance issues efficiently (**Prototype Link**) 
- Conducted **environmental analysis, stakeholder interviews, and business model exploration** to identify opportunities.

The Polis Center UX Researcher

October 2024 – December 2024 | Indianapolis, USA

- Evaluated the Indy Vitals Website  by conducting **heuristic evaluations, user interviews, and think-aloud sessions** with all the stakeholders of the website such as community leaders and policymakers in Indiana, developers, and the Polis Center staff to identify usability challenges.
- Delivered **actionable design recommendations** to enhance accessibility and address the usability issues identified.

Capgemini Technology Services India Limited

Associate I Software Engineer

November 2022 – September 2023 | Bengaluru, India

Conducted **Hardware-in-the-Loop (HIL) testing** of Electronic Control Units, simulating and validating performance in diverse environments.

Software Engineer Trainee

July 2022 – October 2022 | Bengaluru, India

- **Led a team** of five to develop a prototype for a Multi-Party Conference Chat system using TCP/IP protocol **with C++ and system programming.**

PROJECTS

Generative AI in UX Design Process (Under Review- Intelligent User Interface Conference, 2026)

January 2025 – April 2025

- Conducted **25+ qualitative retrospective interviews and user surveys** with UX professionals and design students to examine how **Gen AI tools are used across various UX design phases** and identified challenges and opportunities for future GenAI tools.