Ahmed Elhussiny

UX Researcher

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WORK EXPERIENCE

Consultant, User Research | C Space
October 2022 - Present
- Design mixed method research for Citi Bank and Google's Platforms and Ecosystems team
- Work with senior leadership on research projects spanning developer experience, cloud tech, and generative AI applications like Bard
- Synthesize raw data to create themes and trends which are used to callout salient insights in a digestible story
- Lead training for new employees and onboard them
- Collaborate to bring in new business by working on our company's AI package, a way to help clients leverage AI

Associate Consultant, User Research | C Space
June 2021 - September 2022
- Manage online research communities and build impactful user stories to shape product strategy and design
- Lead research operation for all of my teams, offering a seamless experience for both the users and my teams
- Assist with designing mixed method research with support from senior researchers

UX Design Intern | The Glimpse Group
April 2020 - August 2020
- Designed a physical therapy VR Desktop Interface, using InVision
- Collaborated with Product Managers and Engineering team to discuss feasibility of the new designs
- Performed competitive analysis and brainstormed features such as asset control and room settings
- Aided with road-mapping exercises for product direction

Teaching Assistant | NYU School of Engineering
January 2020 - May 2020
- Taught a class of 17 students on User Centered Design and oversaw each students' design prototype

UX Research Intern | Department of Education
September 2019 - April 2020
- Leveraged qualitative and quantitative research methods to strengthen the user experience of the FSA website, which simplified the enrollment and loans/grants processes
- Conducted extensive research on the mobile FAFSA form

EDUCATION

Georgia Institute of Technology,
College of Computing - 2022-2024

M.S., Human Computer Interaction
Track: Interactive Computing

New York University,
Tandon School of Engineering

B.S., Integrated Design & Media
Track: Game & AR/VR Design
Minors: Psychology | Management

SKILLS

Tools: Figma · InVision · UserZoom Go · Recollective · Qualtrics · Miro · Mural

Research: Moderation · Survey Design · Usability Testing · Concept Testing · Message Testing · Research Operations · Contextual Inquiry · Heuristic Evaluation · Card Sorts · Competitive Analysis · Focus Groups · Diary Studies · Field Research · Journey Mapping · Storyboarding · Affinity Mapping · Insights synthesis · Storytelling

Programming: HTML5 · CSS3 · P5.js

XR/3D Tools: Unreal Engine 4 · Blender · Make Human · Character Creator · A-Frame · Motion Capture · Spark AR

General: Arabic · MS Office Suite

PROJECT EXPERIENCE

VR Conferencing Accessibility
UX Researcher

Undertook an inclusive design approach to provide accessibility enhancements to current VRVC platforms.

Google Bard Extensions Release
UX Research

Through consecutive diary studies, we equipped Google with the insights they need to launch Bard extensions with confidence to the public. Learn more here.