

Imtiajul Alam

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SUMMARY

Highly motivated and results-driven UX and qualitative researcher with a Ph.D. in Human-Computer Interaction. Experienced in conducting qualitative and mixed-Method research. Have a proven ability to lead and manage cross-functional teams, build strong stakeholder relationships, and deliver successful projects on time and within budget. Adept in Design thinking, User interview, Surveys, Qualtrics, SPSS, NVivo, Adobe XD, and other research tools.

EDUCATION

Ph.D. in Human Computer Interaction (HCI)

Iowa State University, Ames, IA

Anticipated Graduation Date: July 2023

Dissertation title: An Investigation of Teacher Candidates' Perceptions and Impediments to the Integration of Augmented Reality as a Supplementary Educational Tool

M.S. (Master of Science) in Architecture

Iowa State University, Ames, IA

Graduation Date: May 2018

B.Arch. (Bachelor of Architecture)

BRAC University, Dhaka, Bangladesh

Graduation Date: Dec 2007

EXPERIENCE

Qualitative Researcher

Aug 2019 – Present

School of Education, Iowa State University

Ames, IA

- Conducted end-to-end qualitative research on Teacher candidates' acceptance and perception of augmented reality as a supplemental educational tool. Involved 140+ research participants, 100+ survey responses, and 25+ interview datasets. Published and presented at SITE and EdMedia + Innovate Learning conference (received AACE "Outstanding Student Paper Award").
- Examined 176 game-related publications between 2006 and 2020 using content analysis methodologies and published and presented findings at the annual American Society of Engineering Education (ASEE) conference.
- Analyzed a two-year participatory design process to implement a gamification dashboard in a large undergraduate course management system and provided recommendations for supporting teams with diverse perspectives. Published and presented at the EdMedia + Innovate Learning conference.
- Conducted 3 longitudinal studies on game-based learning involving 190+ undergraduate students in an introductory geology course. Submitted the paper to the Journal of Computer Assisted Learning.
- Proposed Google Glass-assisted and augmented reality-supported school classroom and won 1st place in the EdTech category at the ISU Innovation Prize competition.

Learning Experience Designer

Aug 2019 – Present

School of Education, Iowa State University

Ames, IA

- Assisted Gamification of 2 separate groups of Geology 100, Chemistry 177, Chemistry 178, Biology 101, Math 165, and Educational Technology courses at Iowa State University.
- Integrated Delphinium gamification plugins in 14 undergraduate courses for 2400+ students that enabled 4+ gamification tools in Canvas LMS.

Summer REU Program - Cross-program mentor

May 2022 –Aug 2022

*VRAC, Iowa State University**Ames, IA*

- Supported 9 NSF-funded undergraduate research interns with their extra-curricular activities and individual and group research projects, and motivated them to enroll in a graduate program.
- Coordinated logistics with administrative staff, scheduled lectures with the faculties from different academic departments, and supported their participation and delivery.

Innovation Fellow

Aug 2021 – May 2022

*Student Innovation Center, Iowa State University**Ames, IA*

- Recruited, screened, and interviewed 25+ research participants to evaluate their initial interest in an augmented reality-supported textbook prototype built on the Unity platform.
- Presented an augmented reality-supported textbook prototype at the ISU Innovation Prize competition and won 1st place in the EdTech category.
- Contributed to the development of promotional audiovisual productions, intending to bolster recruitment endeavors and enhance institutional visibility.

Software Developer Intern (UX Research)

Jun 2021 – Aug 2021

*Mechdyne Corporation**Marshalltown, IA*

- Identified 6+ issues, 5 pain points, and 4 unique features through usability testing, heuristic analysis, and user feedback, and proposed design solution for a multidisciplinary collaboration software platform.
- Created the wireframes, user-flows, sitemaps, and clickable prototypes in Adobe XD for a multidisciplinary collaboration software for participation from multiple sources in real-time projected on 24 panels display in 4K.
- Identified 2 major problems of existing design by using Jakob Nielsen's principles to detect design faults and reevaluated and proposed 5 improved solutions for a robotic toy simulation product suitable for aged 8+ children.

Start-up Director & Partner

Dec 2014 – Jul 2017

*AI & F Partnership Sdn. Bhd.**Kuala Lumpur, Malaysia*

- Founded a 3D animation start-up, employed 9 freelancers, and collaborated with cross-functional teams of engineers, project managers, and marketing managers in Malaysia.
- Managed and delivered 4 large-scale projects worth \$145,000 through virtual supervision.

Start-up Partner & Project Manager

Jan 2010 – Mar 2013

*Project-BD Architects**Dhaka, Bangladesh*

- Established an architecture and interior consultancy firm and planned, budgeted, and managed the design and implementation of 6 interior design projects worth \$400,000.
- Assured optimal resource allocation and utilization for project teams and managed client contracts and relationships.

SKILLS & INTERESTS

Skills: Adobe XD, SPSS, NVivo, ZapWorks, Unity, Interdisciplinary communication, Usability testing, Diary studies, A/B testing, Task analysis, Heuristic analysis, Journey maps, Qualitative research, User interview, Surveys, Qualtrics, Literature review

Interest: 10K Running (aiming for the marathon), Kayaking, River camping