SHREYA VENKATARAMANAN
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Research Profile

MS User Experience student at Arizona State University studying how people interact with AI, learning technologies, accessible multimodal systems, and complex decision tools. Preparing for doctoral research that combines user-centered inquiry with behavioral and experimental evaluation.
Research interests: human-AI interaction; conversational AI; self-regulated learning; trust and appropriate reliance; cognitive workload; accessible multimodal interaction; uncertainty and risk communication.

Education

Master of Science in User Experience, Arizona State University, Tempe, Arizona | Expected 2027
B.Tech. in Information Technology, SRM Institute of Science and Technology, India | 2020 to 2024

Research Experience

Project Contributor, Future Phoenix | Morrison Institute for Public Policy, ASU | Aug 2026 to Present | Supervisor: Dr. Stephen Carradini

- Designing a civic decision-support tool showing the public tradeoffs across heat, air quality, water, and land use.
- Translating stakeholder feedback into revised user flows, information hierarchy, accessibility improvements, and prototype behavior; participant evaluation remains future work.

Graduate Volunteer, User Testing and Response Audits, Arizona Water Chatbot | ASU Global Futures Laboratory | Sep 2025 to Dec 2025 | Supervisor: Dr. Stephen Carradini

- Supported user testing with residents, response audits, and interface revisions for Arizona's public water-information chatbot; onboarded to the front-end codebase during its redesign.

UX Research Assistant, ChromaSync | Human Centered AI Lab, IIT Madras | Jan 2024 to May 2025 | Mentor: Dr. Danesh

- Contributed to a wearable color-identification project exploring coordinated visual, auditory, and haptic feedback to support accessible color identification for people with color-vision deficiency.

Applied Research and Design Experience

Principled Innovation Intern, UX Designer | Learning Engineering Institute, ASU | Nov 2025 to Apr 2026

- Led learner-facing interface design and developer handoff for Sparky's Campus Quest, a Unity learning game, specifying question states, feedback screens, confirmation behavior, and colorblind-safe cues.

Graphic Design and Social Media Assistant | Global Launch, ASU | Apr 2026 to Aug 2026

- Created a reusable Canva design system and brand-aligned digital assets for four social channels.

Selected Research and Design Projects

When Should AI Help? | Proposed doctoral research agenda

- Designed a four-condition LLM-tutor experiment (direct answers, reflection prompts, requested hints, adaptive scaffolding) measuring transfer, workload, calibration, and reliance.

Phoenix Theatre Company Website Redesign | Academic prototype, ASU

- Conducted heuristic evaluation and user research to identify ticketing pain points and inform a redesigned purchase flow.

Research Methods and Technical Skills

Research methods: interviews; usability testing; think-aloud sessions; heuristic evaluation; comparative analysis; scenario-based testing; observation; surveys; qualitative synthesis; accessibility review.
Design and prototyping: Figma; FigJam; information architecture; user flows; wireframing; interaction states; prototyping; design systems; developer handoff.
Technical tools: HTML and CSS; JavaScript; React; Next.js; Unity; Git; Airtable; Google Forms.
Languages: English, Hindi, Tamil, and Telugu.