

Alkistis Mavroei

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EDUCATION

Harvard University, Graduate School of Design

Cambridge, MA

- Master in Design Studies, Technology

May 2016

Academic Honors: DST (Material Practice as Research: Digital Design and Fabrication), HP (Introduction to Computational Design)

Thesis: "Oratolipsia: Immersive simulation of alternate visual perceptions"

Selective Coursework: Immersive Landscape: Representation through Gaming Technology, Sensor Technologies for Interactive Environments (MIT Media Lab), Visualization (Harvard SEAS)

National Technical University of Athens, School of Architecture

Athens, Greece

- Diploma (5 year degree)/ Bachelor of Science: Architectural Engineering

August 2014

Research Thesis: "Virtual Reality - Vision for a Novel Architecture"

EXPERIENCE

KAYAK Software Corporation

Cambridge, MA

- UX Designer (Lead)

Nov 2018 - Present

- UX Designer

May 2017 - Nov 2018

Work with multiple teams to improve the User Experience of the product across all platforms, create process for User Research and Design methodologies

Building Conversation

Boston, MA

- Interaction Designer

Jul 2016 - Jun 2017

User interface design & front-end development and integration of location based mobile AR visualization platform for 3D models

4Sight Technologies

Boston, MA

- UX/UI Designer

Oct 2016 - Jan 2017

Re-imagine and iterate designs for a market-disruptive new digital product

Harvard University's Office of Public Affairs and Communication / PIVOTtheWorld

Cambridge, MA

- UX/UI Design Student Intern

Oct 2015 - May 2016

Design of mobile application UI functionality, visuals, website design and marketing strategies for AR application that unlocks timeline of location-based historical pictures

Digital Skills Workshops - GSD Harvard University

Cambridge, MA

- Instructor

Aug 2016 - Sep 2016

Organize, plan & deliver introductory lectures & workshops on design software for incoming MArch & MDE students

Waste-to-Energy Lab - GSD Harvard University

Cambridge, MA

- Research Assistant

Jun 2015 - Aug 2016

Research on waste incineration technologies and design innovation opportunities of industrial WTE buildings

LEADERSHIP AND ACTIVITIES

AR in ACTION Leadership Conference

Cambridge, MA

- Speaker

Jan 2019

Gave a talk on User Experience in AR applications

WECode (Women Engineers Code) 2018 Conference, Harvard University

Cambridge, MA

- Workshop Instructor & Panelist

Mar 2018

Conducted an "Intro to UX Design" Workshop and participated in discussions about innovation in VR/AR applications

WECode (Women Engineers Code) 2017 Conference, Harvard University

Cambridge, MA

- Panelist

Feb 2017

Participated in discussions about the future of VR/AR applications

AR in Action, MIT Media Lab

Cambridge, MA

- Panelist & Stage Demo Participant

Jan 2017

Participated in discussions about AR industry in Boston, and present work with Building Conversation

SKILLS

UX Research: UX Recruiting, User Interviews, Remote Moderated User Testing, Remote Unmoderated User Testing, Competitive Analysis, A/B Testing, Diary Studies, Empathy Mapping, Insights Analysis, Data Analysis

Facilitation: UX Training Workshops, Design Sprints, Brainstorming Workshops

Software Skills: Sketch App, Principle, Axure, Abstract, Balsamiq, Adobe Suite, Unity3D, Kinect SDK, AutoCAD, Rhinoceros, Grasshopper, Vray

Scripting Languages: C#, Javascript, D3, HTML, CSS

Languages: Greek (Native), English (Fluent), Spanish (Fluent), French (Intermediate)