

Baran Shajari

UI DESIGN | UX / INTERACTION DESIGN | HUMAN-AI INTERACTION | HCI
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SUMMARY

Product Designer (UX/UI) shipping 0-to-1 human-AI experiences, from a published AI-collaboration study to a live consumer site, with an M.Sc. in HCI and hands-on range across research, prototyping, and design systems. Comfortable turning ambiguous problems into user flows, wireframes, high-fidelity prototypes, and shipped, consumer-facing digital experiences.

CORE SKILLS

Product Design: End-to-End UX, Workflow Design, Journey Maps, User Flows, Wireframes, Storyboards, Interaction Patterns, Prototyping, Responsive UI, Information Architecture, Visual Hierarchy, Design Systems, Accessibility

Prototyping & Tools: Figma, FigJam, Adobe Creative Suite (Illustrator, Photoshop), Sketch, Framer, Webflow, Adobe XD, Miro, Lucidcharts, HTML/CSS, JavaScript, Python, Cursor, AI-assisted design

Research & Product Discovery: User Interviews, Usability Testing, Behavioural Observation, Surveys, Customer Needs Analysis, Mixed-Methods Research, Research Synthesis

Product Collaboration: Design Critiques, Requirements Definition, Cross-Functional Collaboration, Technical Collaboration, Stakeholder Communication, Design Rationale & Trade-offs

PROFESSIONAL EXPERIENCE

UX Researcher (Human-AI Interaction) | McMaster University | Sep 2024 - Jul 2026

- Shipped a 0-to-1 human-AI collaboration prototype, published at HumanAISE 2026, by turning an ambiguous research problem into tested interaction concepts and evaluation studies.
- Ran controlled usability studies comparing AI-native interaction patterns, translating trust and behavioral data into concrete interface recommendations adopted by the research team.
- Conducted interviews, usability testing, and behavioural studies with real users to surface pain points and trust behaviours, directly shaping shipped prototype iterations.
- Turned qualitative and quantitative evidence into concrete interface improvements, evaluating each change against usability and behavioural outcomes before it shipped.
- Presented design trade-offs directly to technical stakeholders, balancing system constraints against user needs across every study cycle.

Product & UX Designer — Client Website | Poroshad Tai Chi | 2024

- Designed and shipped a live, consumer-facing site in Framer end-to-end, covering information architecture, responsive UI, and production build, for first-time studio students.

Information Technology Specialist | Lassonde School of Engineering, York University | May 2021 - May 2024

- Cut recurring support friction by working directly with end users on ambiguous, undocumented issues and converting them into clear technical requirements.
- Documented recurring issues and solutions, managing competing priorities while clearly communicating technical trade-offs to non-technical stakeholders.

FinTech Research Assistant | York University | Jan 2023 - Jan 2024

- Synthesized user, market, and technology research into stakeholder-ready recommendations for consumer-facing FinTech workflows.
- Presented findings as accessible visual reports, translating complex research into decisions non-technical stakeholders could act on.

Teaching Assistant (Human-Computer Interaction) | McMaster University | Sep 2024 - April 2026

- Led design critiques and tutorials on interaction design and usability evaluation, sharpening prototype quality across student cohorts.

EDUCATION

Google UX Design Professional Certificate --- Google Certificate | Sep 2026 - Present

M.Sc., Computer Science --- McMaster University | 2026 | Focus: Human-AI Interaction

Honours BCom, Information Technology --- York University | 2024 | Summa Cum Laude

Selected Recognition: Dean's Award for Research Excellence (2023); MAAN Award (2020–2022); York Entrance Scholarship (2020–2023)

SELECTED PRODUCT DESIGN & UX PROJECTS

Trust Under Pressure (Human-AI Collaboration): Designed and evaluated a time-pressured AI collaboration experience; used behavioural and survey evidence to compare interaction conditions and guide recommendations. Published at HumanAISE 2026. [Paper](#)

Poroshad Tai Chi (Client Website Design): Owned responsive experience design and implementation in Framer, translating client and first-time student needs into information architecture, interface hierarchy, responsive layouts, and a production site. [Live site](#)

Piano Robot Prototype (Interaction Design & Usability): Designed and tested low- and high-fidelity prototypes for a child-focused robotic piano tutor, iterating interaction concepts based on usability evaluation and learner needs. [Paper](#)

iFixit Technical Content (UX & Information Architecture): Restructured complex medical-device content to improve findability, readability, credibility, and information hierarchy for users navigating technical information.