

Maryam Alaeifard

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EXPERIENCE

Founding Product Designer

January 2026 – Present

Panorama (Startup) • San Francisco, CA

- Led end-to-end experience design for an **AGI-powered automation workflow** product from **0 → 1**, defining UX strategy across digital interfaces.
- Translated complex AI/automation concepts into intuitive customer experiences, improving **task completion** and reducing cognitive load.
- Built **design systems** and component libraries from scratch, serving as the primary design resource for engineering and product partners.
- Ran continuous **user research** and **usability testing** to drive iterative product improvement.

Product Designer

September 2025 – December 2025

Pyxd, Inc (Startup) • Santa Clara, CA

- Rebuilt an AI-powered product photography platform from **0 → 1**, reducing task steps by **~35%** for non-technical and older users.
- Modernized the **design system** with accessibility-first principles, reducing UI inconsistencies by **~30%**.
- Designed an **AR feature** bridging digital and physical experiences for real-time product framing and quality control.
- Used **Microsoft Clarity** (session replays, rage clicks) to identify friction points and prioritize high-impact UX fixes.

Product Designer

June 2025 – August 2025

Globallogic (Method — Design Agency) • Santa Clara, CA

- Sole designer on a cross-functional team of **8+**, delivering end-to-end flows for an enterprise SaaS knowledge management platform.
- Designed a scalable **design system** that reduced user search time by **25%** and improved information discoverability.
- Aligned experience design with business needs across **healthcare (Arthrex)** and **automotive (Mavis)** client projects.

Design Researcher

January 2025 – June 2025

Cognizant (Google) • Mountain View, CA

- Conducted structured **user research** for AR-based **Google Glass** integration, informing experience design for real-world wearable usability.
- Collected and labeled **interaction data** to improve AI system behavior, bridging user experience and machine learning outcomes.

Product Engineer

May 2023 – December 2024

California State University – East Bay • Hayward, CA

- Designed and evaluated a **haptic tactile map system** enabling blind users to locate emergency exits in real-time, reducing navigation errors by **~40%**.
- Integrated **GPS** and location-aware features to automatically transmit user position to emergency response systems.
- Validated usability and safety through iterative **field testing** with visually impaired participants and accessibility specialists.

EDUCATION

Master of Art | Interaction Design and Interactive Art

2022 – 2024

California State University East Bay • USA • GPA: 3.824

Bachelor of Science | Computer Engineering

2016 – 2020

Persian Gulf University • GPA: 3.2

PROJECTS

AI Headphone

Individual Project

Product Designer / Engineer

- Designed **assistive headphones** for users with PTSD, autism, and sensory sensitivity using selective noise filtering to suppress triggering sounds.
- Built **gesture recognition pipelines** with Python, OpenCV, and MediaPipe (~**85% accuracy**), replacing touch controls with hands-free interaction for motor-impaired users.

MapIt

Thesis Project

Product Designer / Engineer

- Designed an **AR indoor/outdoor navigation system** using Visual Positioning System (VPS) to reduce cognitive load for first-time campus users.
- Iterated with new students and visitors through **usability testing** to improve navigation clarity and confidence.

Ersilia

Industrial Project

UX Strategist

- Synthesized data from **100+ training sessions** and **150 AI models** for a global health platform into stakeholder-facing impact dashboards.

Internet Archive

Industrial Project

UX Designer

- Ran user interviews and eye-tracking studies with **30+ participants**; reduced clickstreams by **30%** and boosted engagement by **25%** via A/B testing.

SKILLS

Design Tools: Figma, FigJam, Figma Make, Spline, Adobe Photoshop, Illustrator, After Effects, Framer, Principle, ProtoPie

AI Design Tools: Claude Design Lab, Lovable, Cursor, Midjourney, Figma AI

UX & Product: 0 → 1 Product Design, Design Systems, Interaction Design, User Flows, Wireframing, Prototyping, Information Architecture, Accessibility (WCAG), Responsive Design

Research & Testing: User Interviews, Usability Testing, A/B Testing, Eye-Tracking, Heuristic Evaluation, Affinity Mapping, Journey Mapping, Microsoft Clarity, Hotjar

AI & Emerging Tech: AI/AGI Workflow Design, AR/VR UX, Wearable Tech UX, Prompt-Driven UI, Human-AI Interaction, Computer Vision Interfaces

Collaboration: Cross-Functional Teamwork, Agile/Scrum, Design Critique, Stakeholder Presentations, Handoff (Zeplin, Dev Mode)

Programming: Python, C++, Arduino, HTML/CSS, JavaScript (p5.js)

PUBLICATIONS

- ARGUS: Visualization of AI and Machine Learning–Assisted Task Guidance in Augmented Reality
- Advancing Human–Agent Interaction: Bridging the Gap Between Vision and Reality
- Head Movement Patterns as Predictors of Cybersickness in Virtual Reality Games
- Adaptive Virtual Assistant Interaction through Real-Time Speech Emotion Analysis Using Hybrid Deep Learning Models and Contextual Awareness
- User-Centered Design in HCI: Enhancing Usability and Interaction in Complex Systems