Mahsa Nasri

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Professional Summary

Doctoral Researcher, Human-Computer Interaction and UX, with 5+ years of experience studying human behavior through physiological data and usability evaluation. Skilled in user research, experimental design, and quantitative and qualitative methods. Conducted multiple user studies in computer games, mobile applications, and extended reality experiences.

Education

Ph.D. in Interdisciplinary Design and Media Expected December 2026
Northeastern University, Boston, MA
Research Assistant on NSF project and award #2302838
M.A. in Animation February 2020
Art University of Tehran, Tehran, Iran
B.Sc. in Electrical Engineering September 2015
Isfahan University of Technology, Isfahan, Iran

Skills

UX Research Skills:
User interviews, usability testing (moderated/unmoderated), survey design, heuristic evaluation, qualitative coding, user journey mapping
Machine Learning & Data Analysis:
TensorFlow, PyTorch, Scikit-learn, Pandas, NumPy
Programming Languages:
Python, C#, C++
Game/Interactive Engines:
Unity Engine, Touch Designer
VR/AR Development Tools:
OpenXR, VRTK, XR Interaction Toolkit, Oculus SDK
Version Control:
GitHub, Plastic SCM
Creative Tools:
Adobe After Effects, Adobe Premiere, Adobe Photoshop

Professional Experience

Research Assistant January 2022 – Present
Northeastern University Boston, MA
XR and Biometrics Research Assistant on NSF project award #2302838:

- Designed and evaluated ArticuMotion, a gamified mobile app co-designed with speech-language pathologists to support the assessment of motor speech disorders in children. Applied participatory design and iterative prototyping to integrate clinical, engineering, and UX perspectives
- Conduct usability studies and user research to evaluate and design adaptive and user-centered VR systems.
- Collaborated with designers and developers to translate findings into improved user experiences, which involved conducting user studies and coordinating the design-animation team and developers; worked as part of a 20-member interdisciplinary team on the XERT product.

VR/AR Developer and Researcher January 2020 - August 2021
University of Isfahan Center of Entertainment Industry Isfahan, Iran

- Designed and developed a VR mobile application for women with multiple sclerosis and conducted user studies to test engagement and accessibility.
- Designed and developed interactive prototypes and haptic feedback systems to explore empathy and emotional response in counseling simulations.
- Evaluated usability and user satisfaction in VR mobile apps through observation and structured interviews.

Internship May 2016 – September 2016
International Systems Engineering & Automation Company Isfahan, Iran

- Worked on PLC and microcontrollers.

Selected Publications

1. ArticuMotion: Towards Assessing Motor Speech Disorders via Gamification; Ghada Alsebayel, Mahsa Nasri, Caleb Myers, Giovanni Troiano, Elaheh Hatamimajoumerd Sarah Ostadabbas Kristen Allison Casper Harteveld. https://doi.org/10.1145/3628516.3655815
2. Exploring Eye Tracking to Detect Cognitive Load in Complex Virtual Reality Training; Mahsa Nasri, Mehmet Kosa, Leanne Chukoskie, Mohsen Moghaddam, and Casper Harteveld. Workshop paper accepted at IEEE ISMAR 2024.
3. Designing a Virtual Reality Training Apprenticeship for Cold Spray Advanced Manufacturing; Mahsa Nasri, Uttkarsh Narayan, Mustafa Feyyaz Sonbudak, Aubrey Simonson, Maria Chiu, Jason Donati, Mark Sivak, Mehmet Kosa, Casper Harteveld. Paper poster accepted at IEEE ISMAR 2024.