

Fatemeh (Naz) Hadavandkhani

HCI Researcher · UI/UX Designer · Creative Technologist

naz.hadavandkhani@colorado.edu | naz-khani.com | [GitHub](#) | [LinkedIn](#)

Boulder, Colorado

Research Interests

Human–Computer Interaction (HCI), Human–AI Interaction, Mixed and Augmented Reality, Generative AI, Proactive AI Systems, UI/UX Research and Design.

Education

University of Colorado Boulder, Engineering–ATLAS Institute

M.S. in Creative Technology & Design

Boulder, CO

2024–2026

M.S. Thesis: *Proactive AR/AI for Everyday Activities*

Art University of Tehran

M.S. in Art Research

Tehran, Iran

2021–2023

University of Tehran

B.Sc. in Food Machinery (Mechanical) Engineering

Tehran, Iran

2014–2019

Research & Manuscripts

HyperVision: Designing In-Situ Interaction for Generative Re-Rendering in Mixed Reality

Suibi Che-Chuan Weng, Anika Mahajan, **Fatemeh Hadavandkhani**, Pritalee Kadam, Yan-Ming Chiou, Amy Banić, Ryo Suzuki, Ellen Yi-Luen Do.

Submitted to ACM IUI 2027.

DreamPortal: Generative In-Situ Behavior Authoring in Cyber-Physical Environments through Mixed Reality

Suibi Che-Chuan Weng, **Fatemeh Hadavandkhani**, Ryo Suzuki, Ellen Yi-Luen Do.

Submitted to ACM CHI 2027.

Selected UI/UX & Interactive Projects

RayBrella — UI/UX, Product Design, Physical Computing

Designed a portable UV-protective parasol integrating solar charging, physical interaction, and a digital user interface.

Memento — UI/UX Research and Mobile Application Design

Conducted user research and designed a mobile interface supporting the planning of leisure activities and shared experiences.

STEMblazers — UI/UX Research

Conducted user research and developed interface recommendations for the STEMblazers website for improving the user experience.

Spotify — UI/UX Research

Studied listening flows, personalization, and social interaction to identify opportunities for improving the user experience.

Robotic Lawn Mower — Engineering and Prototyping

Designed and prototyped a tracked autonomous lawn mower with emphasis on safety and mechanical durability.

Haptic Memory Game — Interaction Design and Haptics

Designed a multisensory memory game exploring tactile interaction and learning.

Tiny Games

Chicken Flock | **Fox Logistics** | **Escape from the Zoo**

Small interactive game prototypes exploring game mechanics, interaction design, and implementation.

Work Experience

University of Colorado Boulder

Digital Fabrication Lab Assistant

Boulder, CO

Oct. 2024–Present

- Support students with prototyping, digital fabrication, and troubleshooting across laser cutting, 3D printing, vinyl cutting, and related fabrication workflows.

Radiacar Co.

Digital Marketing Associate

Tehran, Iran

2021–2023

Product photography, digital content, social media management, and customer-facing digital communication.

Technical & Design Skills

Programming	Python, JavaScript / p5.js, PICO-8
UI/UX & Research	Figma, Miro, UX research, usability testing, prototyping, interaction design
XR & Interactive Systems	Unity, WebXR, Mixed Reality, Arduino
3D Design & Fabrication	Fusion 360, Rhino, 3D printing, resin printing, laser cutting
Visual Design	Adobe Illustrator

Honors

- Ranked **1st** and Department Distinction in the M.S. in Art Research program, Art University of Tehran, 2023.
- Ranked in the **top 2%** of Iran's National University Entrance Examination for undergraduate studies, 2014.