

DIVYAA BALAJI

CONTACT INFO

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- Netherlands (free to work)

EDUCATION

PhD in Human Computer Interaction

University of Amsterdam

SEP 2020- FEB 2025 (expected)

MSc in Human Factors Psychology

University of Twente

SEP 2018- OCT 2019

BSocSci in Psychology (Hons)

National University of Singapore

SEP 2014- JUN 2018

SKILLS

Qualitative Methods

- User Interviews
- Focus Groups
- User Workshops
- Thematic Analysis

Software

- Google Suite
- Figma
- atlas.ti
- R

Design

- User Research
- User Flows
- Co-Creation
- Design Thinking
- User-Centred Design
- Prototyping
- User Testing

Core Skills

- Collaboration
- Communication
- Managing Stakeholders
- Project Management
- Problem-Solving

LANGUAGES

- English
- Tamil
- French
- Dutch
- Spanish

PROFILE

Living out my lifelong passion for research, I've finally wrapped up my doctorate and eager to continue carrying out innovative, rigorous and insightful user research. I enjoy conducting mixed-methods research, especially with emerging technologies such as conversational agents, virtual reality and novel interaction platforms. My experiences working with both internal and external stakeholders from a myriad of backgrounds have made me adaptable, multi-disciplinary and ready to take on challenges. I would love the opportunity to continue what I've been doing over the past few years: giving user needs both voice and shape.

EXPERIENCE

Doctoral Researcher (Conversational Agents)

University of Amsterdam

SEP 2020- Present

- Designed and evaluated two innovative chatbot concepts promoting safe sex practices: one for individual users and one for couples.
- Self-managed and performed activities spanning the entire design research lifecycle
- Collaborated in multi-disciplinary teams (health communication, software development) and with external stakeholders (Soa Aids Nederland)
- Conducted co-creation activities and user interviews with young people and sexual health professionals
- Conducted in-person and remote usability testing and interviews with potential end-users for both chatbot prototypes
- Produced actionable insights that were also communicated to the project team, the wider academic community and Soa Aids through written reports, papers and presentations

VR Researcher

University of Twente

JAN 2020 - AUG 2020

- Developed a virtual reality simulated driving environment using Unity in collaboration with the Behavioural, Management and Social Sciences (BMS) lab
- Designed the VR environment to suit the needs of the researchers who will be using the platform for research
- Set up experiments to study the effect of VR simulator-based driver training on learning performance
- Supervised bachelor and master student theses

Project Manager

OCT 2019 - DEC 2019

Human Factors Intern

JUL 2019 - SEP 2019

Maritime Research Institute Netherlands (MARIN)

- Reviewed literature on building adaptive systems for operators in high-risk safety-critical human factors domains
- Devised framework for building operator support systems based on the assessment of operator functional state
- Developed and presented plan of action detailing follow-up reviews, studies and materials needed for accurate and feasible OFS assessment

Chatbot Researcher

NOV 2018 - SEP 2019

University of Twente

- Conducted a series of focus groups with end-users of customer service bots
- Performed qualitative thematic analysis to identify the factors that influence user satisfaction with chatbot interactions
- Designed and executed think-aloud usability testing sessions for five off-the-self customer service bots
- Developed preliminary questionnaire, and administered it alongside other standardised questionnaires after usability testing sessions for validation
- Carried out Bayesian factor analysis using R to explore and confirm the underlying dimensions of the questionnaire