

# AIDA VAZIRY

## Curriculum Vitae

Tehran, Iran  
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### Education

2021- 2023

#### **M.A. in Industrial Design, Tehran University of Art**

Final grade: 3.81 / 4 (16.85 / 20)

Grade 4 / 4 (19 / 20) in the **graduate thesis**, supervised by Dr. khashayar Emami, "a *Physical Educational Product for Teaching General Mathematics to Children and Adolescents with Incentive Approach, Case study: Mathematic knot theory*"

2017- 2021

#### **B.A. in Industrial Design, University of Tehran**

Final grade: 3.94 / 4 (17.97 / 20)

Grade 4 / 4 (19.33 / 20) in the **undergraduate thesis**, supervised by Dr. Maryam Sadat Khalili, "Teaching menstrual health management to teenage girls through interactive game design"

### Research Interests

- Human-AI Interaction
- Digital health
- HCI
- Game and toy design
- Game theory and strategic design practices
- Immersive Technologies: AR, MR
- Design anthropology and wicked-problem solving
- Design Solutions for social exclusion

### Publications & Presentations

- **Gifts, Identity, and Kansei: Rethinking Human–AI Relationships**, Medium: "Re-examining the human relationship with gifts (Unchosen products) – with the aim of modeling and applying Kansei engineering to personalize human–robot/computer interaction, 2025
- **Teaching menstrual health management to teenage girls through interactive game design**, the 7th International Conference on Health, Treatment and Health Promotion - Tbilisi, {Paper derived from undergraduate thesis}, 2021
- **A fundamental review of the interdisciplinary field of design in Iran**, Industrial Design Journal, College of Fine Arts, University of Tehran, Vol.1, 2020
- **Presentation on inclusive design, diversity, and design for underserved communities**, for Sustainable Design working group, Faculty of Industrial Design, University of Tehran, 2020

### Research Experience & Projects

#### **Self-study, Under the supervision of Dr. Hossein Madani, 2024- On going**

- An interdisciplinary exploration of innovative design potentials inspired by anthropological heritage, Case study: Selecting and redesigning a discontinued product from colonial-period Argentina, aimed at introducing a new tangible user mediator for integrating AI services into everyday life.

#### **Wergo Team, 2023- 2024**

- Math educational game and toy design through community-based education

and co-creation. Case study: the Mathematical knot theory.

- An investigation into a futuristic approach for designing inclusive educational community by leveraging Web-3 infrastructure and decentralized technologies.

**University of Tehran, Faculty of Industrial Design, Under the supervision of Dr. Maryam Sadat Khalili, 2019- 2020**

- Menstrual and Sexual Health Services for Homeless Women through the applicability of technology in the daily and urban lives of homeless addicted women; addressing unstable understanding about surroundings

**SEED Foundation.org, "Boom" Project, 2020- 2021**

- An accessible library application designed for Persian-speaking children and Iranian children of all abilities in far areas through co-creation.

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## Honors & Awards

**Iran Opportunity Award Winner (IOA), 2024:**

- Ranked among the *top 50* out of *4,000* participants
- Female Iranian students with outstanding academic records

**Honorable mention at "KIOSKedia" (KIDA) and "A Award" final list, project title: "Bloomy", 2023:**

- A student group design for a sustainable food packaging challenge- "Bloomy" is a sunflower seed package.

**Ranked 1st, Exceptional Talent undergraduate student, 2021**

**Ranked 11th in the 26th National Industrial Design Olympiad, 2021**

**Exhibition of furniture design at the Embassy of Poland, project title: "Farandgie", 2021:**

- The University of Tehran, in partnership with the *Polish Embassy*, launched a furniture design course emphasizing the joint heritage of Iran and Poland.

**First place in the 2nd National Award for Cultural Packaging Design, projects' titles: "Tikan" and "Gila", 2021:**

- Tikan and Gila are traditional Iranian kilim packaging that aim to preserve the handcraft, simplify carrying and bring innovation to souvenir packaging.

**UNICEF National Award for Innovative Solutions for Children's Challenges in COVID-19, project title: "Boom", 2020:**

- "Boom" is an accessible platform library application for *children of all needs*.

**The talented students scholarship, University of Tehran, 2017 & 2019:**

- Annual scholarships to students *ranked A* in GPA.

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## Courses & Certificates

Data-Driven Decision Making, 2025

Design-Led Strategy: Design Thinking For Business Strategy And Entrepreneurship, Offered By The University Of Sydney, 2024

Polish Design Summer School, 2021:

- *Sensory Design's Role In Post-Pandemic Criteria*

General And Cultural Anthropology, 2020

Human Factors Engineering Certificate, University Of Tehran, 2019

Psychology In Game And Toy Design, Iran Toy Festival, 2018

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## Volunteering & Professional Experience

- Jul 2025-  
Present
- Website Designer, Abyn Design Studio** (Remote) Tehran, Iran
- As a Community designer, collaborating in Studio's integrated design services in web and UX/UI design
- Jan 2023-  
Mar 2024
- Designer, Wergo-Team** Kurdistan, Iran
- Wergo Math Summer Camp: In collaboration with SEEDfnd, an initiative aimed to transform the Iranian students' perspectives on math in underprivileged areas, rooted in community-based education methodology. I collaborated in designing the service and the brand identity.
- Sep 2022-  
Sep 2023
- UX Designer, Dataak** Tehran, Iran
- A brand awareness tool for marketing. I collaborated in designing user experience (UX) and user interface (UI) of the application.
- May 2020-  
Feb 2021
- UX Designer, SEEDfnd.org** (Remote) Toronto, Canada
- Boom: A library app designed for Iranian children in far areas, providing digital books in various local languages and ensuring accessibility for children of all abilities. I collaborated as UX design intern and then continued as volunteer member.
- May 2020-  
Feb 2021
- Desig Intern, Kanso** (Remote) Tehran, Iran
- Involvement in development of an initial concept for a mental health assistant service, collaborating with experts in psychology, along with establishing the foundations of brand identity.

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## Skills

### Design

- UX design • Design thinking • Industrial design • User-centered design • Inclusive design • Service design • Sketching • Rapid Prototyping

### Software

- Figma • Adobe (Xd-Ps-Ai) • WordPress • Office • Sketchbook • Rhino • Solidworks • Keyshot

### Language

- English - Advanced- IELTS (Band 7.0)
- Persian - Native
- Kurdish - Native

### Soft skill

- Teamwork • Adaptability • Creativity • Discipline • Punctuality • Perseverance • Public Speaking and Presentation

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## References

- Dr. Maryam Khalili, Assistant Professor, Tehran University, School of Fine Arts, Department of Industrial Design, Tehran, Iran, Tel: (+98 21) 66415867, email: maryamkhalili@ut.ac.ir**
- Dr. Nasrin Moghaddam, Assistant Professor, Tehran University, School of Fine Arts, Department of Industrial Design, Tehran, Iran, Tel: (+98 21) 66415867, email: nmoghaddam@ut.ac.ir**
- Sepideh Shahi, Co-founder of SEEDfnd.org, Senior Inclusive Designer, OCAD university, Inclusive Design Research Centre, email: sshahi@ocadu.ca**