

Suramya Chandra: UX RESEARCHER

Kaiserslautern, Deutschland | +49 162 845 9840

[Linkedin](#) | [EMail](#) | [Portfolio](#)



EDUCATION

M.Sc. Cognitive Science

2022 – 2026

RPTU Kaiserslautern-Landau · GPA: 1.8

Relevant coursework: Human-Computer Interaction, Data Visualisation, Cognition, Research Methods

B.A. Psychology & Business

2016 – 2020

Symbiosis International University, India · GPA: 7.96/10

Relevant coursework: Cognitive Psychology, Psychological Assessment, Organisational Psychology

EXPERIENCE

UX Research Intern

Jan 2026 – May 2026

KUKA Deutschland GmbH · Augsburg, Germany · B2B Hardware & Robotics

- Led end-to-end formative and summative usability evaluations on sensory multimodal human-robot interaction systems, achieved a reduced time of task completion by over 50%.
- Conducted usability tests (SUS and UEQ), think aloud protocol and contextual interviews for 20 participants; analysed results using R & Python; produced evidence-based findings & clear visuals task success rates and error root causes
- Translated behavioural data into structured, decision-ready reports. Recommended 6+ design ideas that were adopted by cross-functional product, engineering, and design teams.
- Conducted and independently analysed interviews across EMEA and NAM customers to establish pain points, feedback and user requirements, presented findings to the product and research teams

Werkstudent UX Researcher

Nov 2024 – Dec 2025

DFKI – German Research Center for Artificial Intelligence · Kaiserslautern

- Designed online education improvement study aligned with ISO 9241-210 principles; recruited 35 participants; cross-collaborative project between DFKI and RPTU, managed communication and ethical guidelines
- Drove improvements (>30%) in user engagement and reading comprehension by designing and evaluating AI-assisted interface features through iterative usability testing. Improved reading strategy in 4 measures
- Applied linguistics and AI-supported research methods to scale qualitative analysis and synthesise behavioural insights; reducing reading time by 10 sec per document using my method
- Established usability evaluation surveys and quantitative measures to prove impact of the interventions

Research Assistant / Teaching Assistant (HiWi)

Dec 2023 – Jan 2026

RPTU Kaiserslautern · Kaiserslautern

- Designed and conducted 6 end-to-end cognitive and neuroscience experimental studies in VR evaluated interaction strategies and cognitive load across multiple study phases
- Built 3 immersive VR study environments in Unity and C# to support systematic, comparable usability evaluations across conditions
- Evaluated assignments of 30+ students for 2 semesters, conducted lectures, handled general enquires and held office hours to help students with course material

Research Intern

Oct 2023 – May 2024

Max Planck Institute for Psycholinguistics · Nijmegen (Remote)

- Designed an end-to-end study using Unity and C#, analysed data and provided findings and future directions for the study
- Led a VR study combining eye- and body-tracking to investigate spatial attention and real-time interaction behaviour; findings directly informed adaptive HCI framework design

Social Impact Research Analyst

Jan 2021 – May 2021

Alsisar Impact · India

- Conducted interviews, surveys and field research to evaluate experience of fintech products; synthesised mixed-methods data into actionable stakeholder reports

SELECTED PROJECTS

Adaptive Learning Systems for L2 Reading (Master's Thesis)

Designed and evaluated a gaze-driven adaptive interface system to improve user engagement and reading comprehension. Ran a controlled usability study with eye-tracking, comprehension tests, and self-report measures; demonstrating statistically significant improvements in task performance.

Predictive Eye Movements under Varying Cognitive Loads

Quantitative eye-tracking study examining how cognitive load shapes reading behaviour; applied linear mixed-effects modelling to derive actionable interface design recommendations.

SKILLS

Usability Methods Formative & summative usability testing, structured open-ended interviews, behavioural analysis, surveys, eye-tracking, VR studies, heuristic evaluation, think-aloud protocol, A/B testing

Frameworks & Standards ISO 9241-210, SUS, UEQ, usability metrics, evaluation frameworks

AI & Emerging Methods AI-assisted research tools, AI-driven interface evaluation (DFKI), adaptive systems

Data & Analysis SPSS, R, MATLAB, Python, ANOVA, mixed-effects modelling, EyeLink, Atlas.ti

Design & Tools Figma, Miro, Unity

Languages English (C1), German (B1, actively improving), Hindi (native)

AWARDS & SCHOLARSHIPS

- Deutschland Stipendium, RPTU Kaiserslautern (2023)
- Best Seminar Paper, Symbiosis International University (2020)
- GIP Scholarship (2019)