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## Education

- **PhD Candidate, Interdisciplinary Design and Media, CAMD, Northeastern University, Boston, MA**  
2021–Present
  - Dissertation: Using Data to Empower Asynchronous Communities in Game-Based Learning
  - Advisor: Dr. Casper Harteveld
- **Master of Science in Game Science and Design, Northeastern University, Boston, MA**  
2016–2018
  - Thesis: "Pokémon Go and Social Anxiety: A Therapeutic Platform"
- **Bachelor of Technology in Computer Science, JSS Academy of Technical Education, UPTU, Noida, India**  
2010–2014

## Research Interests

- Game-based learning and educational technology
- Data visualization for asynchronous communities
- Human-computer interaction and user experience in games
- Citizen science and participatory design

## Research Experience

- **PhD Candidate, Northeastern University**  
2021–Present
  - Dissertation research on systems for connecting members of Game-Based Learning Asynchronous Communities (GBLAC) through data visualization.
  - Employing Research through Design methodology to create and evaluate artifacts.
  - Investigating data-driven community engagement in entertainment games.
- **Senior Research Assistant, NU Game Studio, Northeastern University**  
2018–2021
  - Led game development and primary research for educational gaming titles, including Geoexplorer, Studycrafter, and XERT.
  - Conducted user experience research, usability testing, and iterative design based on user feedback.
  - Mentored and trained new team members.
- **Research Assistant, Northeastern University**  
2017–2018
  - Game Programmer for Foldit, a citizen science protein folding game.

- Developed tutorial levels and UI features; conducted usability studies to inform design.

## Publications

- Narayan, U. (2018). *Pokémon Go and Social Anxiety: A Therapeutic Platform* (Master's thesis, Northeastern University). [PDF link](#)
- Miller, J. A., **Narayan, U.**, Hantsbarger, M., Cooper, S., & El-Nasr, M. S. (2019, August). Expertise and engagement: re-designing citizen science games with players' minds in mind. In *Proceedings of the 14th international conference on the foundations of digital games* (pp. 1-11). <https://dl.acm.org/doi/abs/10.1145/3337722.3337735>
- Tochilnikova, E., Patnaik, A., Alsebayel, G., **Narayan, U.**, Coeytaux, A., Ramdin, V., ... & Hartevelde, C. (2022, April). "guilty of talking too much": How psychotherapists gamify therapy. In *Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems* (pp. 1-17). <https://dl.acm.org/doi/abs/10.1145/3491102.3517437>
- Ulasan, A., **Narayan, U.**, Snodgrass, S., Ergun, O., & Hartevelde, C. (2022, March). "Rather Solve the Problem from Scratch": Gamesploring Human-Machine Collaboration for Optimizing the Debris Collection Problem. In *Proceedings of the 27th International Conference on Intelligent User Interfaces* (pp. 604-619). <https://dl.acm.org/doi/abs/10.1145/3337722.3337735>
- Issak, A., **Narayan, U.**, Srinivasan, R., Kleinman, E., & Hartevelde, C. (2025, June). Kaleidoscope Gallery: Exploring Ethics and Generative AI Through Art. In *Proceedings of the 2025 Conference on Creativity and Cognition* (pp. 949-963).
- Nasri, M., **Narayan, U.**, Sonbudak, M. F., Simonson, A., Chiu, M., Donati, J., ... & Hartevelde, C. (2024, October). Designing a Virtual Reality Training Apprenticeship for Cold Spray Advanced Manufacturing. In *2024 IEEE International Symposium on Mixed and Augmented Reality Adjunct (ISMAR-Adjunct)* (pp. 541-544). IEEE. <https://ieeexplore.ieee.org/document/10765352>

## Technical Skills

- Programming: C, C++, C#, Python, Java, JavaScript, Nodejs, HTML, CSS
- Game Engines: Unity, Unreal Engine
- Data Analysis: SQL, R, Python, Qualtrics, Excel, Qualitative
- Design: Human-Centered UX Design, Game Design, Level Design, Narrative Design

## Professional Experience

- **QA Tester, Mutazione (NEU)**  
2018
  - Quality assurance and narrative testing; debugging SVG parser system in Unity C#.
- **Back-End Developer, Art + Design Research, Northeastern University**  
2017
  - Developed backend framework for Storylab base website using JavaScript and Node.js.
- **Software Engineering Intern, Centre for Development of Advanced Computing (CDAC), Noida**  
2013
  - Led development of a web-based reimbursement system using Jakarta Struts.

## Service and Leadership

- Mentored and trained new and senior team members at NU Game Studio.
- Led onboarding and skill development workshops.