

# Selin Sev

Interaction Technology | User research | Interaction design

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## PROFILE

Interaction Technology MSc graduate with a BSc in Psychology and experience in user research, behavioural analysis, interaction design and prototyping. I develop and evaluate physical and digital concepts, moving from early research through prototype testing.

## EXPERIENCE

### Design and UX Intern | MindHash

Sep 2025 - Feb 2026

- Researched form factors, ergonomics, materials and interaction patterns for a premium Taiko Audio remote controller.
- Developed four design concepts, created 3D-printed prototypes and conducted a usability study with existing Taiko Audio users.
- Translated feedback on comfort, interface clarity and design preferences into recommendations for further development.

### Teaching Assistant | University of Twente

Academic years 2022-23 and 2023-24

- Supported teaching and grading in Inferential Statistics, Research Methods, Social Behavior Data Analysis and Cognitive Development Analysis.
- Guided students in data analysis, research methods and psychological intervention design.

## EDUCATION

### MSc Interaction Technology | University of Twente, Netherlands

2024-2026

Master's thesis: Animal-computer interaction and canine welfare

### BSc Psychology | University of Twente, Netherlands

2021-2024

GPA: 7.75

### High School | Washington Academy, Maine, USA

2020

## SELECTED PROJECTS

### Animal-computer interaction research | Master's thesis

Led animal-centred research, concept development, physical prototyping and behavioural evaluation.

### Gamified VR Training | ColdenHove | Team project

Contributed Unity development, 3D modelling and interactive task flows to a VR training environment for paper factory workers.

### Daniella, the AI Dietitian | Furhat Robotics and ChatGPT | Team project

Co-developed conversational flows, software integration and expressive robot behaviours for an interaction prototype.

## SKILLS

**Research and design:** User research, behavioural observation, usability studies, interaction design, prototyping, 3D printing

**Tools and platforms:** Figma, Autodesk Fusion, Unity, Furhat Robotics

**Programming:** Python, Java, JavaScript, HTML, CSS, R

**Languages:** English and Turkish (fluent); Dutch (beginner)