Ciara Fabian (Robinson), MS

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Research Assistant and Instructor with a background in graphic design, game design, animation, user-centered research, immersive technology, and training simulations. Experience in augmented/virtual reality, motion visuals, storytelling, 3D animation, and design for video/audio output. Experience creating wireframes, storyboards, and prototypes for design review and user testing.

EDUCATION

Doctor of Philosophy in Information Studies

Current
University of Maryland
2024-2029

- GPA: 4.0
- Deans Fellowship Award

Master of Science in Human-Computer Interaction (HCI)

University of Maryland
2022-2024

- GPA: 4.0
- Thesis: Studying the Effects of Colors Within Virtual Reality (VR) on Psychological and Physical Behavior

Bachelor of Fine Arts in Game Development and Interaction Design

Savannah College of Art and Design (SCAD)
2016-2020

- GPA: 3.88
- Graduation with Magna Cum Laude
- Study Abroad Program, Hong Kong, 1/2018 – 3/2018

PROFESSIONAL HONORS AFFILIATIONS

Honor Society Phi Kappa Phi

2023-Present

RESEARCH EXPERIENCES

Graduate Research Assistant

2025-Present

University of Maryland

- Conduct literature reviews, collect and analyze data, and assist with research projects under faculty supervision.
- Handle tasks including scheduling, organizing files, and contribute to research papers and presentations.

Research Assistant

2023-Present

Tracy Cherpeski International

- Conduct research on target markets, including geographic location, demographics, and ownership.
- Prepare databases and analyze data findings.
- Maintain accurate and detailed records of all interactions and survey responses.
- Support the design and implementation of initiatives based on qualitative and quantitative data findings.

Technical Research Lead

1/2020-3/2020

SCAD Pro Sponsored project – Blackrock

- Assist BlackRock with research and development of concepts for the re-imagination, modernization, and digitalization of the client experience for BlackRock's Institutional Client Business.
- Develop and ensure quality for technical deliverables.
- Create digital and physical prototypes.

PROFESSIONAL EXPERIENCES

Multimedia Specialist   2021-2023
A. Harold & Associates, LLC
- Collaborate with AHA developers and customer experts to develop static and interactive media assets for training products (2D/3D graphics, diagrams, charts, tables, photos, videos, animations, email/web content, infographics, etc.).
- Maintain a high standard of design, creativity, and adaptability to modern and emerging trends/needs.
- Develop and design functional UX/UI prototypes.

Technical Artist   2020-2021
Design Interactive (DI)
- Develop user interfaces in unity based on existing designs that support DI's mission of providing engineering services and consulting in human-system integration (HSI) by utilizing established software development frameworks and techniques.
- Implement UI/UX designs given the appropriate assets into Unity UI Screens.
- Work with the Unity Animation and Animator systems to animate UI/UX elements.
- Set up UI elements for further implementation by the engineering team.
- Implement technical systems as needed.

Interactive Developer Intern   1/2020-3/2020
Ninja Multimedia
- Build augmented reality and virtual reality applications for clients.
- Developing and programming in Unity.
- 3D modeling and animating.

Game Design Innovator Intern   5/2019-12/2019
Chick-fil-A Corporate-The Technology Innovation program
- Focusing on creating digital experiences that improve the lives of customers, operators, and team members.
- Build prototypes and experiment with solutions for Chick-fil-A operations.
- Provide demonstrations and presentations of solutions to key stakeholders.
- Utilize 3D modeling, rigging, and animation.
- Integration using Unity3D, game development, augmented reality, and virtual reality.
- Created prototype using augmented reality glasses.
- Utilize storyboards, wireframes, and prototypes in project development.
- Assist with project videos and presentations.

TEACHING EXPERIENCES

Graduate Student Instructor   2023-Present
University of Maryland
- Teach courses, facilitate discussions and studio lessons, and hold office hours where one-to-one teaching occurs.
- Responsibilities include grading and giving feedback on students' assignments.
- Assist students through the research and design process of projects.

Adjunct Faculty, Game Design   2021-Present

Southern New Hampshire University

- Provide high-quality academic experiences and support students as they work toward educational goals.
- Work collaboratively in a supportive academic environment, partnering with student advising and the academic team to ensure that each student has the support, tools, and resources needed to succeed.

Teaching Assistant   2022-2023

University of Maryland

- Teaching responsibility for laboratory or discussion sessions of a course.
- Assist faculty in grading, advising, and administrative duties for assigned courses.
- Assist with general departmental administrative duties, such as advising or administrating community programs, workshops, etc.

AWARDS AND GRANTS

Deans Fellowship Award   2024

- Awarded for exceptional qualifications and clear promise for outstanding performance in the doctoral program.

University of Maryland Improvement Grant   2023

- A competitive internal grant program that provides funding to assist INFO College researchers who could greatly improve their research efforts by utilizing financial support

Prysmian Exhibition Award   2017

- Received for outstanding sculpture design and the purchase of the art Sculpture by the Prysmian Group.

SKILLS

Software/Hardware
- Maya
- Photoshop
- Adobe XD
- Illustrator
- InDesign
- Unity
- Figma
- Visual Studios
- XR Technology
- Lumin
- Magic Leap
- Vuforia
- HoloLens/MRTK

Methods and Programming
- Color Theory Design and Methods
- User Research Methods
- User-Centered Design
- Participatory Design Research Methods
- UI/UX
- HTML/CSS
- C#

Language
- English (fluent)
- Spanish (advanced)

PAPERS AND PRESENTATIONS

Fabian, C. (2024). Lightning Talk: Studying The Effects of Color Within Virtual Reality (VR). In *Human-Computer Interaction Lab 41st Annual Symposium*. College Park, Maryland; Human-Computer Interaction Laboratory.

Fabian, C. (2024). *Studying the Effects of Colors Within Virtual Reality (VR) on Psychological and Physical Behavior* (thesis). University of Maryland DRUM. https://doi.org/10.13016/hmrv-aklh