

EDUCATION

Ph.D. in Design ASU Herberger Institute for Design and the Arts, Tempe, AZ	Sep. 2025
Dissertation: Designing Imaginable and Playable Futures: Co-Creative XR Toolkits for Envisioning Careers. Committee: Robert LiKamWa, Renata Hejduk, Ed Finn	
Master of Arts in Computational Design Staedelschule, Frankfurt, Germany	2016
B.Sc. in Architectural Engineering Iran University of Science & Technology, Tehran, Iran	2014

RESEARCH EXPERIENCE

Research Fellow Amena Center, UC Berkeley	Dec 2025- Present
<ul style="list-style-type: none">GenAI Playground Project: How do we design AI interfaces that help us imagine more, and how do we measure the more?	
Graduate Research Assistant Meteor Studio, Arizona State University	Feb 2021- Jul 2025
<ul style="list-style-type: none">Led the Career XRcade research initiative, utilizing Design Science Research (DSR) methods to investigate collaborative workflows in educational XR environments.Contributed to the execution of the Verizon Innovative Learning grant, validating the platform's efficacy in increasing STEM career engagement.Conducted mixed-methods studies with students and industry experts to validate the efficacy of VR in increasing STEM career engagement.	

DESIGN EXPERIENCE

Head of Design Basion, San Francisco, CA	Oct 2024- Present
<ul style="list-style-type: none">Lead the UX/UI design for an AI-powered social health platform, managing a design team to translate gen AI agents into human-centered experiences.	
XR Product Lead Verizon Innovative Learning & ASU Partnership, Tempe, AZ (Part-time)	May 2021- June 2024
<ul style="list-style-type: none">Directed a cross-functional production team of 15-20 developers and designers to build Career XRcade, a scalable VR learning platform funded by Verizon.Successfully shipped 40+ interactive mini-games and spatial experiences to the Verizon Innovative Learning HQ portal.	
Product Designer Apsy, Los Angeles, CA (Contract)	May 2022- Oct 2023
<ul style="list-style-type: none">Designed the VR MVP for an AI-driven no-code app builder, translating 2D user flows into immersive spatial interactions.	
Architectural Designer JAHN, Chicago, Illinois	Apr 2018- Jan 2020
<ul style="list-style-type: none">Executed high-fidelity 3D modeling and visualization of buildings.	
Architectural Design Intern Fuksas Studio, Rome, Italy	Dec 2016- Jan 2018
<ul style="list-style-type: none">Assisted in designing architectural concepts and visualizations.	

PUBLICATIONS

- MESH Model: Roles, Responsibilities, and Dependencies in Collaborative XR Production with Student Workers.** Kaye, R., Khaleghian, H., Lucking, S., Finn, E., & LiKamWa, R. 12th International Conference of the Immersive Learning Research Network (iLRN 2026)(Accepted for publication)
- Making Futures Playable: Role-Based Virtual Reality Career Exploration to Promote Student Imagination and Creative Self-Efficacy.** Khaleghian, H., LiKamWa, R., & Finn, E. Frontiers in Psychology (Special Issue: Exploring Meaningful Extended Reality Experiences), 2025 (Accepted for publication)
- Perfecting the Interdisciplinary Storm: Immersive Narrative Development Workflows in Context of Meteorology Labs.** Kaye, R., Porter, A., Moore, C., Balamurugan, N., Khaleghian, H., & LiKamWa, R. Springer Communications in Computer and Information Science, Vol. 2271, pp. 187-197.
- Work-in-Progress—Career XRcade Framework: Student-Driven Collaborative Platform for Immersive Career Exploration, Insights from Stakeholders.** Khaleghian, H., Piechowicz, J., Kaye, R., & LiKamWa, R. Immersive Learning Research Network (iLRN 2024 Proceedings)
- Career XRcade Framework: Student-driven Collaboration Processes to Develop Learning Environments for Immersive Career Exploration.** Khaleghian, H., & LiKamWa, R. IEEE Conference on Virtual Reality and 3D User Interfaces (IEEE VR 2024). Abstracts & Workshops.

CONFERENCE PRESENTATIONS, TALKS AND DEMOS

- [Invited Talk] The Medium Collaborates. Sep 2025
Adobe AI Summit, San Francisco.
- [Workshop Presentation] Imagined Arcade: XR Game Toolkit for Co-Imagining Career Futures with Students, Subject Experts, and AI. June 2025
HCI International (HCII) 2025 Workshop, Gothenburg, Sweden
- [Workshop Presentation] Transforming Rare Disease Care Through AI, Innovation Challenge April 2025
AMENA Center for Entrepreneurship and Development at the University of California, Berkeley
- [Conference Presentation] Career XRcade Framework: Stakeholders Network of Collaboration. June 2024
Immersive Learning Research Network (iLRN 2024), Glasgow, Scotland
- [Demo] Career XRcade, Esports Land VR App, June 2024
Games For Change Festival, New York, NY.
- [Poster] Career XRcade Framework: Student-Driven Collaborative Platform. March 2024
IEEE Conference on Virtual Reality (IEEE VR), Orlando, FL
- [Demo] Planetary Science VR App. July 2023
Games For Change Festival, New York, NY
- [Demo] Career XRcade Cybersecurity VR App, Nov 2022
Realm 4: Education Through Exploration Summit, Tempe, AZ

TEACHING EXPERIENCE

- Adjunct Professor | University of Silicon Valley, San Jose, CA Jan 2026- April 2026
 - Teaching Game Design and Worldbuilding course using Maya, Substance Painter and Unity
- Guest Lecturer and Teaching Assistant | ASU Design School, Tempe, AZ Aug 2020- Dec 2021
 - Delivered lectures on immersive storytelling and Worldbuilding, including "How to Build Worlds Together?", "Welcome to the Schizo Club! Toward Speculative Alternative Worlds." and "Where Do We Live? Exploring the Blended Layers of Tangible and Virtual Worlds."
 - Led technical workshops on "Collaborative Worldbuilding," teaching advanced massing and environment development using Maya and ZBrush.
 - Facilitated critical discussion sessions and organized studio logistics for graduate courses (APH 505, 515) and undergraduate studios (APH 421).

EXHIBITIONS

- ASU XRts Showcase: Meteor Studio VR Apps. South by Southwest (SXSW), Austin, TX (2023).
- Virtual DIV. Immersive Worldbuilding. Deyhim Gallery, Tehran, Iran (2020).
- Big Fat Dumb Cities For Sale. Stödel Museum, Frankfurt, Germany (2016).
- Uncanny Cliff Fictional City. Deutsches Architekturmuseum, Frankfurt, Germany (2016).
- Active Borders. Stödel Museum, Frankfurt, Germany (2015).

RECOGNITIONS AND AWARDS

- Distinguished Graduate Student Achievement Award (Nominee), ASU Faculty Women's Association (2024).
- Anthony C. Juratovac Memorial Scholarship, The Design School, Arizona State University (2021).
- University Graduate Fellowship, Arizona State University (2020 and 2021).
- DAAD Study Scholarship, Deutscher Akademischer Austauschdienst (2015).

TECHNICAL SKILLS

- Game Engine: Unity 3D.
- 3D Modeling & Spatial Design: Maya, ZBrush, Rhinoceros, Revit, AutoCAD, Substance Painter.
- UI/UX & Visual Design: Figma, Adobe XD, Photoshop, Illustrator, InDesign.
- Generative AI: Claude Code, Lovable, Midjourney, Adobe Firefly, Runway ML,
- HCI & Design Research : Usability Testing, User Interviews, Survey Dev., Scenario Studies, Speculative Design, Storyboarding.
- Professional Training: AR/VR Development Bootcamp (NYU Tandon School of Engineering).

SERVICE & AFFILIATIONS

- Adobe Ambassador: Adobe Firefly, San Francisco (2025- Present)
- Academic Reviewer, Immersive Learning Research Network (iLRN)(2025- Present)
- Marketing Team Member, Women of Middle East & North Africa in Technology (2021-2023).