

647-928-6117 sasha.akhavi@yahoo.com linkedin.com/in/sasha-akhavi

Summary

Connecting insights from 20+ years in software development, agile process management and user experience (UX) engineering to matters of human experience, society and spirit

Scholarship

YORK UNIVERSITY - PH.D. PROGRAM, SCIENCE AND TECHNOLOGY STUDIES (2022-PRESENT)

- RAship, Data Fluencies, supervisor Ganaele Langlois
- RAship, North American Fire Science Policy Blueprinting, supervisor Eric Kennedy
- RAship, First Languages Al Reality, supervisor Stephanie Dick (Simon Fraser U.)
- TAships (six courses in Natural Sciences and Science Technology and Society programs)
- STS Grad Student Association Social Coordinator
- Awarded Ontario Graduate Scholarship

YORK UNIVERSITY - M.A. PROGRAM, SCIENCE AND TECHNOLOGY STUDIES 2021-2022

- Decoding a Natural Philosophy of Software Production Major Research Paper: Identified programme of metaphysical values enacted by software production practices
- RAship, Research Persona digital methods, supervisor Ganaele Langlois
- STS Grad Student Association, liaison to York U Grad Student Association
- Awarded Joseph-Armand Bombardier CGS Master's Scholarship, York Graduate Scholarship

SAN JOSE STATE UNIVERSITY – M.A. PROGRAM, MULTIMEDIA ART 1997-1998 (NO DEGREE)

- A Byzantine Web M.A. Project: Interactive multimedia introduction to Byzantine church architecture
- Lecturer, Interactive Multimedia

BROWN UNIVERSITY – A.B. HONS., HISTORY OF ART AND ARCHITECTURE 1990-1995 BROWN UNIVERSITY – SC.B., CIVIL ENGINEERING 1990-1995

- Building in Nothingness Awarded outstanding undergraduate thesis in History of Art and Architecture Department 1995. Examined implications of digital 3D modeling technology for theory and practice of architectural history
- 4.0 Degree GPA, History of Art and Architecture

Publications

- "Scaling the Heights-and the Depths: Zooming Out and In to Gain Perspective on Sociality and Science" Review of Scale Theory: A Nondisciplinary Inquiry by Joseph DiCaglio, Science as Culture 31 July 2023
- "Portraits of Mis/Disinformation via the Persona Method," co-authored paper with Rory Sharp, solicited for special issue of The International Journal of Communication 2024

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Publications

- "Scaling the Heights-and the Depths: Zooming Out and In to Gain Perspective on Sociality and Science" Review of Scale Theory: A Nondisciplinary Inquiry by Joseph DiCaglio, Science as Culture 31 July 2023
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Presentations

- "Decoding a Natural Philosophy of Software Practice." Presented at 4S 2023 8 November 2023
- "Image Analysis" Pre-conference workshop co-presented with Matt Canute, Craig Fahner, Mel Racho, Rory Sharp at Association of Internet Researchers meeting 17 October 2023
- "Imaginary Friends for Unfriendly Imaginaries: User Personas, Research Personas, and Technical Persons as Methods of Sociotechnical Investigation and Influence." Presented at Canadian Communications Association meeting 31 May 2023

Professional Experience – Development, UX, Agile

CERTIFICATIONS

Certified Scrum Master, Agile Coach, Agile Facilitator, Circles Process Facilitator

SCRUM MASTER, BIMM - 2021

• Led Agile process for multiple teams; educated broader organization on agile concepts

VP PRODUCT, VETSUCCESS – 2019-2020

- Led design and implementation of processes for user intelligence gathering and product development, based in User-Centred UX Design and Agile principles
- Staffed and personally trained department in user research techniques, agile methodology

UI TEAM LEAD | SCRUM MASTER, [24]7.AI (FKA INTELLIRESPONSE) – 2013-2019

- Led Agile process for highly successful cross-disciplinary team
- In charge of UX, design and development for flagship product UI in JavaScript with multiple frameworks
- Taught, managed & coached multiple teams' employees in Scrum
- Awarded President's Circle Award and Leadership Award; led team to second place iMPACT Award for establishing field study program

UI LEAD, SECUREKEY TECHNOLOGIES – 2012-2013

• Led UX & UI Design effort for widely-used security software

UI LEAD | SCRUM MASTER, VELOXSITES (FKA SITE TECHNOLOGIES) - 2011-2012

- Ran UX, UI design & UI coding efforts for initial product
- Led agile development process as Scrum Master

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Professional Experience, cont.

UI LEAD, rPATH, RALEIGH, NC - 2009-2011

UI LEAD DEVELOPER, CSC, - 2009

SENIOR USER INTERFACE ENGINEER, PEOPLECLICK, RALEIGH, NC - 2004-2008

WEB DEVELOPER | PRODUCTION TECHNOLOGY MANAGER | SENIOR PRODUCER | WEB PRODUCER, ADOBE SYSTEMS, INC., SAN JOSE, CA – 1998-2004

- Early member of team responsible for Adobe.com, world's #2 software company site
- · Led in adoption of many front-end technologies; developed internal tools for contributors

Spiritual Study and Leadership

FIRST UNITARIAN CONGREGATION OF TORONTO

- Board Member 2016-2019 for 500+member / \$400k/y budget organization
- Educator, Our Whole Lives Lifespan Sexuality Education Curriculum, 2012-present: Teach grades K-1, 4-6, 7-9 and 10-12 using world-leading comprehensive curriculum
- Participant in Spiritual Leadership Development program, Journey Group program, Meaning Making class, 2015-present

Writings

- Decodings: What Computers Have Taught Me About Being Human unpublished ms closely related to proposed research topic
- How To Be Agile unpublished monograph on using agile virtues of faith/trust and transparency for product development success
- IT World blog: Webmastery (itworld.com/blog/webmastery)
- Social Media presence: Sasha Akhavi, Humanity Geek (fb.com/SashaAkhavi)
- The Blog of Eternal Elench: blog (sakhavi.wordpress.com)
- Essays (medium.com/@SA_Webmastery)