

# Karo Ahmadi Dehrashid

Selected curriculum vitae · October 2026

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I am an assistant professor of Visual Communication Design at the University of Texas Rio Grande Valley, an HCI researcher, and a practicing designer. My work spans graphic and communication design, motion, UX/UI, and 3D visualization. I bring more than ten years of professional practice to research and project-based design education.

## Academic appointments

September 2026–present

### **Assistant Professor of Visual Communication Design**

University of Texas Rio Grande Valley

2022–May 2026

### **Assistant Professor of Graphic Design**

Webster University

## Education

2021–present

### **PhD, Human Computer Interaction**

Iowa State University

Dissertation in progress

2018–2021

### **MFA, Graphic Design**

Iowa State University

2015–2017

### **BFA, Graphic Design**

University of Applied Science and Technology, Sanandaj, Iran

2012–2015

### **AA, Graphic Design**

Enghelāb-e Eslāmi Technical College, Tehran, Iran

# Practice and research

Karo Ahmadi Dehrashid

## Professional experience

2022–2024

### **3D Motion Graphic Designer**

Triglass Production

2014–present

### **Freelance Graphic Designer**

Independent practice

2021–2022

### **Senior UI/UX Designer**

Etalyc

2016–2018

### **Senior Graphic Designer**

Nasim Creative Studio

2015–2016

### **Graphic Design Intern**

Arang Graphic Design Studio

## Research and teaching

My research connects human-computer interaction and visual communication, from interactive maps for smart highway management to animated, AR, and VR posters and their effects on user attention.

My teaching connects foundational visual communication with interaction, motion, and contemporary digital practice. I develop project-based curricula and mentor students through studio critique, iterative prototyping, and portfolio-oriented projects, with attention to usability, accessibility, and human-centered design.

## Tools and methods

Tools: After Effects, Illustrator, InDesign, Premiere, Photoshop, Adobe XD, Cinema 4D, Houdini, ZapWorks, Figma.

Methods: Wireframing, Prototyping, Design research, Usability, Accessibility, Studio critique, Iterative making.