## Task #4 – User Persona

Category	Details
Persona Name	Arjun Mehta
Personal Information	Age: 25
	Occupation: Embedded Systems Engineer at an
	IoT startup.
	Location: Bangalore, India
	Education: BTech in Electronics and
	Communication Engineering
	Marital Status: Single
	Income: ₹8 LPA
Goal and Objectives	Primary Goal: Develop and prototype IoT-based
	solutions efficiently while minimizing hardware-
	software integration issues.
	Objectives: Improve debugging and testing
	efficiency - Reduce design errors in PCB
	prototyping - Stay updated on the latest
	microcontroller advancements - Transition from
	prototyping to scalable production
Psychographic Information	Interests: DIY electronics, open-source hardware,
	automation, smart home tech.
	Choices: Prefers modular, customizable development
	boards over pre-built solutions. Personality Traits:
	Analytical, detail-oriented, perfectionist, innovative
	thinker, cautious about new platforms but open to
	experimentation.
Behavior and Preference	<b>Tech Habits:</b> Heavy use of microcontrollers like STM32,
	Raspberry Pi, and Arduino. Follows GitHub repositories
	and online hardware communities.  Communication Style: Direct and technical, prefers
	documentation and practical examples over lengthy
	discussions.
User Journey	Scenario 1: Rapid Prototyping - Orders components
	online (Mouser, Digi-Key) - Uses PCBWay for custom
	board manufacturing - Tests firmware and hardware
	integration, debugs issues.
	Scenario 2: Learning New Hardware - Reads
	datasheets, GitHub documentation - Joins forums and
	online communities - Experiments with real-world
	applications.  Scenario 3: Scaling a Project - Faces manufacturability
	issues - Seeks expert advice on DFM (Design for
	Manufacturing) - Evaluates cost-effective production
	options.
Challenges and Pain Points	Hardware Debugging: Firmware compatibility issues.
	Time Constraints: Balancing work, learning, and side
	projects.
	Component Availability: Struggles with delays in
	sourcing parts.
	Scalability Issues: Transitioning from prototype to
	mass production.
	Information Overload: Too many microcontroller choices and toolchains
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