DHWANIT MEHTA
UX|UI DESIGNER|DEVELOPER
Actively Seeking Full-Time position Starting February '16

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PORTFOLIO
http://people.rit.edu/dmm8396

❯ EXPERIENCE

Rochester Institute of Technology
August '15 - Present

RESEARCH ASSISTANT
Developing Application to help users reduce amount of time spent on smartphones by the means of persuasive and exertion interfaces for users who feel they are addicted to smartphones.

Tyler Technologies
June '15 - August '15

USER EXPERIENCE INTERN
· Contribute to designing the behavior and interfaces for Tyler's ERP software solutions.
· Collaborate with product managers, developers, and the User Experience (UX) team.
· Help define user scenarios and requirements based on research and provided specifications.
· Sketch and create interactive prototypes to explore alternate solutions.
· Contribute to the usability testing cycle.
· Assist in user research activities such as persona and mental model development.

Rochester Institute of Technology
October '14 - June '15

RESEARCH ASSISTANT
Designing a system which uses different teeth clicks to interact with the interface. Using Machine Learning with Python for identification of type of teeth click and segmenting the live stream to differentiate between teeth click and regular speech input. Using Weka, Sci-kit Learn for Machine Learning.

Rochester Institute of Technology
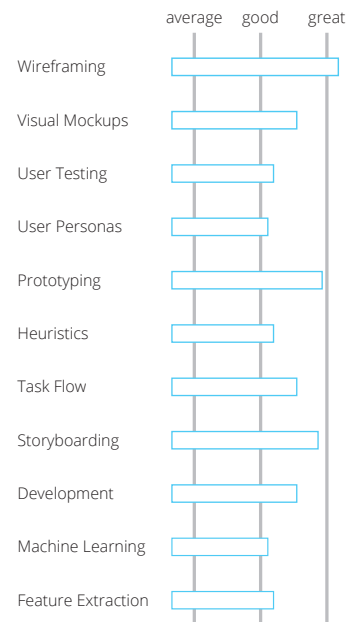October '14 - December '14

TEACHING ASSISTANT
Teaching Assistant for Java.
My Responsibilities consisted of assisting the professor in aiding students with problems faced with basic Java and grading.

Shivaami Corporation
August '11 - August '12

INTERN FOR WEB
Worked in a team to develop, add and modify add-ons in PHP and MySQL for Cake Shop Mumbai (www.cakeshopmumbai.com) and Mukta Mishree

❯ PROJECTS

Master's in Human-Computer Interaction Capstone

INTERACTION SPACE ON AND AROUND THE BEZEL OF ROUND SMARTWATCHES
To investigate the interaction space on and round the bezel of round smartwatches by analyzing existing application tasks and identifying which tasks will be suitable to be performed using the proposed interaction space.

Tyler Technologies

INVENTORY CENTRAL
Redesign existing application based in HTML5, CSS and Angular JS so that it would render well on a mobile device and in the process develop design standards for mobile applications for future reference. Lean UX process was used for the application. Functionality of the application was understood by conducting user studies and a rough concept of the workflow was designed. A prototype was designed and shown to the users. Based on their feedback the design was thoroughly flushed out and final product was designed.

Tyler Technologies

Enterprise Asset Management (EAM)
Design Personas, Concept Models, Workflows, Storyboards and Rough UI sketches for new product. In order to collect data necessary for the domain we a conducted site visit to the facility of one of the prospective clients. Based on the information we came up with personas, concept models, workflows and storyboards by brainstorming with the help of the domain specialist within the team. In light of the workflows we started sketching rough designs for the application and came up with a few screens for parts of the application.
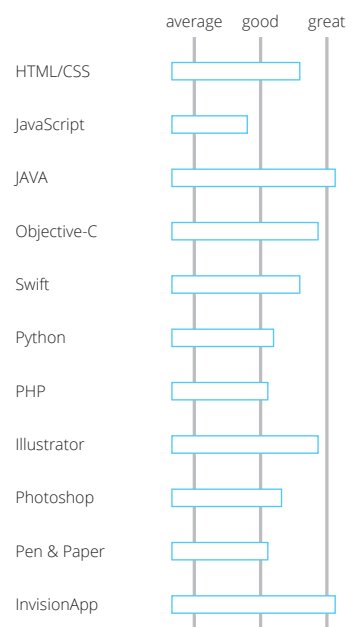
HCI with Mobile Devices

AK 101
Android application for reducing the amount of time users spend on mobile devices by making them do physical activities using in built sensors after the user has extensively used applications. Categorized into 3 levels: Easy, Medium and Hard. One of the levels is selected based on the usage. Created a proof of concept application in Android studio in Java.

Mobile Application Development

MOMENTS
iOS application in Objective C with Facebook integration for Creating a Collage of Pictures generated by collecting all tagged images with friends in the user's friendlist.

❯ EDUCATION

Master of Science
2013 - December '15

HUMAN-COMPUTER INTERACTION   *3.67*
Rochester Institute of Technology

Bachelor of Engineering
2009-2013

COMPUTER ENGINEERING (Computer Science)
Shah & Anchor Kutchhi Engineering College (Mumbai University)

❯ PROFESSIONAL SKILLS

Skill	average	good	great
Wireframing			
Visual Mockups			
User Testing			
User Personas			
Prototyping			
Heuristics			
Task Flow			
Storyboarding			
Development			
Machine Learning			
Feature Extraction			

❯ PROFESSIONAL TOOLS

Tool	average	good	great
HTML/CSS			
JavaScript			
JAVA			
Objective-C			
Swift			
Python			
PHP			
Illustrator			
Photoshop			
Pen & Paper			
InvisionApp			