Pushpender Hudda
Bachelor of Design

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Academics

Department	Dept. of Design
	8th semester
Institute	IIT Guwahati
CPI	7.7/10

Interests

Interaction design
Human Computer Interaction
Design Management
Usability Engineering
Design strategy
Basketball

Design Skills

Information architecture
Task Analysis
Heuristic Evaluation
Field Study and Ethnography
Usability testing
Brainstorming, Affinity diagrames
Persona - Scenario development
Storyboarding
Wireframming
Low/High fidelity prototyping
UML activity diagram

Technical Skills

C, C++, Data structures
(Academic courses)
HTML5, Javascript, Actionscript

Arduino, Arduino application

Adobe CS4: Flash, Photoshop,
Illustrator, Dreamweaver etc.

Co-Curricular

Member of IITG basketball team.
Represented IIT guwahati in
basketball at inter-IIT spoerts
meet 2008, 2009
Captain dihing basketball team

Event organiser Alcheringa '10
Event Organiser Techniche '09

Work Experience

FIT, Germany (Fraunhofer Institute for Applied Information Technology)   May-July 10
Guide: Dr. Markus Klann   Role: Design and development
Funded by Paris Fire Department, the project aims at developing ubiquitous system
for firefighters, to make their work safer. Designing HMD(head mounted display)
Interface variations depending on stress level of firefighters and development of an
application for comapring different interfaces were the main tasks.
Keywords: Ubiquitous computing, Stress level, User Research, HTML5

IMPELSYS Pvt Ltd, Bengaluru   May-July 09
Guide: Mr. Nizar Jamal, COO & CTO   Role: Interaction Designer
Redesign of current e-book portal, reader and related applications. The project
involved market research,heuristic analysis, studying Web 2.0 sites, making
personas & scenarios,generating solutions.
Keywords: Wireframing, low fidelity prototyping, market research

Projects

Development of learning content focusing on HCI principles
Guide: Prof. Pradeep Y. Yammiyavar   Bachelor thesis project
Project focuses on conducting. experiments aimed at students and professionals
to create applications allowing them to understand and excercise design principles.
Final protoype allows users to find most standard page layout, given they provide
priority to the page contents and elements.

Enhancing user experience of restaurant customers   Aug-Nov 10
Guide: Prof. Keyur Sorathia
Understanding the experience of a user, through a detailed study of restaurants
involving observation and interviews. Final product is a touch based device which
provides the ser the control of the ambience, music and silent discretion to call the
waiter. It was implemented using Arduino board.

Interface redesign for library kiosk of IIT Guwahati   Aug-Nov 09
Guide: Prof. Ravi M. Punekar
It is a interface for touch screen, that includes social features for IIT students. For
this project we conducted user surveys, idententified user behaviour through card
sorting, designed and developed interface using Flash and action script 3.0 and
generated concepts for new library system.

Advertisement business model for mobile devices   Aug-Nov 10
Sponser: Microsoft IDC   role: UX designer
A lack of stable advertisement model for mobile devices beckons this project. We
have done a vast user study and brainstorming is done to find a solution. One of
the solution given by us is LIVE wallpaper, which is basically a browser acting as
home page for the phone.Deliverables include atleast three such business models.

Pill organiser protoype for diabetic patients   Jan-April 10
Guide: Prof. Ravi M. Punekar
A vast case study of diabetic patients was undertaken and problems they face in
daily taking shots and other psychological factors were noted.The final product has
inherent psychological aspects that ensures patients take their glucometer
readings and reminds them for insulin shots.