

mehul agrawal

User-Experience Designer

agrawal.mehul92@gmail.com

M: +1-(812)-361-2541

<http://mehulagrawal.info>

EDUCATION

MS Human Computer Interaction / Design | Indiana University | 2017

Bachelor's of Design | Indian Institute of Technology Guwahati | 2014

EXPERIENCE

UX Designer- Ellie Mae | Aug 17 - Present

Working on various enterprise mortgage solutions that simplify the loan origination process for the lenders and help them lower the cost and time to close the loan. I have been working on Ellie Mae's initiative to offer their platform on mobile allowing loan officers to access information on the go. I am also working with the design system team to unify, design and spec various web components for different Ellie Mae products. Also, I have designed a doc management solution for lenders to receive, organize and compare documents with the loan data.

UX Design and Research Intern- Motorola Solutions | May 16 - Aug 16

Envisioned the future police patrol with autonomous police cars from the lens of experience design. Also, designed and evaluated smart reply-based text input system for police officers.

Associate Instructor- Indiana University | Aug 15 - Jan 17

Mentoring student projects and design concepts for two undergraduate courses on HCI/Interaction Design and Prototyping with Arduino tools.

Associate UX Designer- Cognizant, India | Jul 14 - May 15

Conceptualized and designed task flows and wireframes of a project management tool for internal and client teams. Coordinated and supported visual, development and business teams to introduce the product to the market.

Industry Collaboration- Microsoft, India | Feb 14 - Jul 14

Conducted activity-based user study and designed pen-gesture based interaction model for a note-taking app to enhance the experience of digital inking on tablets, specifically Microsoft Surface.

Research Scholar- KU Leuven, Belgium | May 13 - Jul 13

Designed gestures for a soft TV-remote based on insights gained from user research. Used Skweezee technology to prototype the gestures.

COMPETENCIES

UX Design

Competitive Analysis, Brand Study, Use Cases, Storytelling, Info. Architecture, Affinity Analysis, Task Flow, Card Sorting, Persona, Interaction Flows, Wireframes, Rapid Prototyping.

User Research Toolkit

Activity based study, Contextual Inquiry, Interviews, Survey, Observation, Cognitive Walk-through, A/B Testing, User Journey, Usability Testing, Heuristic Evaluation

Interaction Design

Web, Mobile and Wearables (Smartwatch, AR and VR), Tangible Interfaces, Gesture Interface.

Design | Prototyping Tools

Adobe CC (Illustrator, Photoshop, XD After Effects), Sketch, Axure, Arduino, Unity, 3D Printing and Laser Cutting

Programming

HTML5/CSS3, Javascript, Processing, Arduino

NOTABLE

Udacity Frontend Web Developer

Nanodegree- Learned basics of javascript and accessibility.

Four publications

in international HCI conferences- IUI 2012, APCHI 2012, OzCHI 2013 and ICoRD 2015.

Second Runner-up

Student Design Challenge, OzCHI 13