mehul agrawal
User-Experience Designer and Researcher

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EDUCATION

MS Human Computer Interaction / Design | Indiana University | 2017

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

EXPERIENCE

Associate Instructor- Indiana University | Aug 15 - Present
Associate instructor for undergraduate course I300- HCI/Interaction Design wherein I mentor students with their projects and design concepts.

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 to abstract the note-taking behavior of college students and conceptualized and prototyped novel pen-based gestures for a note taking application for tablets; specifically Microsoft Surface.

Research Scholar- KU Leuven, Belgium | May 13 - Jul 13
Designed the gestures for soft TV-remote by employing insights gained through research and prototyped it using Skweezee technology.

ACADEMIC PROJECTS

Re-Designing Uber's Rating System | Sep 15 (3 weeks)
Used iterative process to drive redesign of Uber's rating system for riders to provide quick and more qualitative feedback to drivers, consequently eliminating the bias in the existing 5-star system.

Alzi: Assistive technology for caregivers | Dec 15 (2 weeks)
Conceptualized and designed a wearable-based intervention to assist caregivers to monitor Alzheimer's patients and alert them in case the patient does something potentially harmful.

Cabage: Cab-sharing web application | Aug 12 - Dec 12
Translated the physical world experiences of cab-sharing to web ecosystem using a user centered design approach. Cabage was also piloted as a startup for the IITG community.

COMPETENCIES

Design
Competitive Analysis, Affinity Analysis, Persona, Use Cases, Storytelling, User Journey, Card Sorting, Info. Architecture, Mockups, Interaction Flows, Wireframes, Prototyping, UI and Visual Design

Research
Activity based study, Contextual Inquiry, Interviews, Usability Testing, Heuristic Evaluation, Survey

Interaction Design
Web, Mobile and Smartwatch, Tangible Interfaces, Wearables, Gesture Interfaces.

Software
Adobe Illustrator, Photoshop, InDesign, After Effects, Axure, Sketch, Balsamiq Mockups, Solidworks, Arduino, Google Sketch Up

Programming
HTML/CSS, Javascript, Processing, Arduino, C/ Python

NOTABLE

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

Branding (Design) Manager
Part of core team managing branding for college fest, Techniche 2012

Winner
IITG Hackathon and Movie making

Second Runner-up
Student Design Challenge, OzCHI 13