

mehul agrawal

User-Experience Designer

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<http://mehulagrawal.in>

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 and guide students with their projects and design concepts.

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

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

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

Conducted activity-based user study to abstract 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

Conducted user research to gain insights on natural gestures to design and prototype a cushion-remote based on Skweezee technology for controlling TV.

ACADEMIC PROJECTS

Re-Designing Uber's Rating System | Sep 15 (3 weeks)

Redesigned Uber's rating system for riders to provide quick & more qualitative feedback to drivers, consequently eliminating the bias in the existing 5-star system. Used insights from user testing and design critiques for design iterations.

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, Information Architecture, Mockups, Interaction Flows, Wireframes, Prototyping, UI and Visual Design

User 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

Branding Material for college fest, Technique 2012

Winner

IITG Hackathon and Movie making

Second Runner-up

Student Design Challenge, OzCH 13