mehul agrawal

User-Experience and Interaction Designer

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EDUCATION

MS Human Computer Interaction / Design | Indiana University | 2017

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

EXPERIENCE

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 - Present
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. Worked with UI designers, developers and business analysts to ship the product to the market.

Industry Collaboration- Microsoft, India | Feb 14 - Jul 14
Conducted activity-based user study and designed pen-gesture based interactions for enhancing the note-taking experience on tablets, specifically for 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.

ACADEMIC PROJECTS

Space Museum Experience Design | March 16 - April 16
Envisioned museum to provide an experience that astronauts have when they see earth from space for the first time (Overview Effect) by combining physical motion with virtual reality.

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

COMPETENCIES

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

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

Interaction Design
Web, Mobile, Wearables, Gestures, Tangible Interfaces, Conversational and Voice User Interface.

Design | Prototyping Tools
Adobe CC (Illustrator, Photoshop, XD After Effects), Sketch, Axure, Arduino, Unity, 3D Printing and Laser Cutting, Sketch Up, Solidworks

Programming
HTML5/CSS3, Javascript, Processing, Arduino, C, Android Basics

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

Second Runner-up
Student Design Challenge, OzCHI 13