

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. 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.

ACADEMIC PROJECTS

Space Museum Experience Design | March 16 - April 16

Envisioned a museum based on overview effect, which is an experience that astronauts have when they see earth from space for the first time. We tried to provide the same experience by combining physical motion with virtual reality.

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.

COMPETENCIES

UX Design

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

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, Wearables, Tangible Interfaces and 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