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

UX Design and Research Intern- Motorola Solutions | May 16 - Aug 16
Envisioned experience and interaction of future police patrol and policing with autonomous police cars. Designed and evaluated smart reply based text input system for police officers.

Associate Instructor- Indiana University | Aug 15 - Present
Associate instructor for undergraduate course I400- Prototyping with Arduino tools, wherein I mentor students in interaction design and prototyping.

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

Planetary Embodiment | March 16 - April 16
Overview effect is an experience that astronauts have when they see earth from space for the first time. We envisioned a museum that provided same experience by combining physical motion with virtual reality.

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.

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, Unity

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