






NISHANT PANCHAL

 <http://nishantdp.com>
 nishantpanchalms@gmail.com
 91-9029974689
 [/behance.net/nishcool](https://behance.net/nishcool)
 [/in/nishant-panchal-2038a056](https://in/nishant-panchal-2038a056)

OBJECTIVE

To excel in the field of Human-Computer interaction through my skills and research abilities.

PROFESSIONAL EXPERIENCE

BROWSERSTACK

SELENIUM SPECIALIST | JUN'14 - PRESENT

Developed Selenium scripts using a wide bandwagon of programming languages for users staging websites.

Interview users to develop a content strategy for adding documentation to the website.

Perform user study and usability testing for new features implemented on BrowserStack's website.

10C INDIA INTERNET PVT. LTD.

PRODUCT INTERN | MAR'14 - APR'14

Mapped user journeys and created reports to improve user experience while interacting with various features in WeChat.

Conducted user research for the existing and newly launched features in the WeChat application.

Perform usability testing for the new features that are in beta phase and generated reports with complete analysis and improvements.

ATOS INDIA PVT. LTD.

PROJECT TRAINEE | FEB'13 - MAY'13

Conducted stakeholder and intercept interviews to conceptualize the design strategy for an Android Application.

Created detailed wireframes and storyboard for the application to conceptualize the design.

Prototyped and presented the application design to project manager and other stakeholders and analysed the feedback

EDUCATION

BACHELOR OF ENGINEERING IN INFORMATION TECHNOLOGY

D. J. SANGHVI COLLEGE OF ENGINEERING,
MUMBAI UNIVERSITY | '11 - '14

Aggregate: **76.38%**

First Class with Distinction

Semester	Percentage
III	81.41%
IV	77.17%
V	77.00%
VI	72.77%
VII	74.75%
VIII	75.00%

DIPLOMA IN INFORMATION TECHNOLOGY

SHRI BHAGUBHAI MAFATLAL
POLYTECHNIC, AUTONOMOUS | '08 - '11

GPA: **8.82**

First Class with Distinction

Semester	GPA
I	8.12
II	8.60
III	8.66
IV	8.53
V	8.93
VI	8.82

SECONDARY SCHOOL CERTIFICATE EXAMINATION

HANSRAJ MORARJI PUBLIC SCHOOL,
MAHARASHTRA STATE BOARD | '08

Aggregate: **87.69%**

Grade I with Distinction

PROJECTS

THE MAZE PUZZLE

WEB APPLICATION | PRESENT

Web based game that uses WebRTC to capture player's hand movement and define an action in the game. Along with game development, I performed user study and mapped user journeys to refine the flow of the game.

FAMILYTIME

iOS APPLICATION | '15

This app aims to efficiently manage the time one spends with his/her family. It allows an individual to check the schedule and free time of other family members, and organize an event accordingly. I conducted stakeholder interviews and designed the app interface.

3D MEDICAL COUNSELOR

WEB APPLICATION | '14

The website aims to improve health conditions in India. It features symptom checker, generic medicine order system and donation camp organizer portal. The 3D aspect of the website was created using Web Graphic Library (WebGL).

THE HALLOWEEN

iOS GAME | '14

The game aims to improve an individual's decision making skills by quickly reacting to the moving pumpkin. I extensively worked on ideation and conceptualization of game design by creating wireframes. I also, designed the final game interface.

DIGITAL NOTICE BOARD (DNB)

DESKTOP SOFTWARE | '13

DNB allows an administrator in D. J. Sanghvi College of Engineering to control all the notices and news displayed on the television sets installed in the college.

TECHNICAL PUBLICATIONS

COMPARISON OF CSS AND JAVASCRIPT ANIMATIONS | SEPT'15

Performed an analogy of the animations developed using CSS and JavaScript on the parameters like speed, CPU & GPU utilization and browser support. It was published in Issue 9, September 2015 of International Journal of Innovative Research in Computer and Communication Engineering (IJIRCCCE).

3D MEDICAL APPLICATION | MAR'15

The paper focusses on the research aspect of the "3D Medical Counsellor" project. It includes the literature survey we performed for the application along with details of its modules. I presented the paper at International Conference on Advanced Computing Technologies and Applications (ICACTA). It was later published in Volume 45 of Elsevier ScienceDirect Journal.

TECHNICAL SKILLS

Design & Prototyping: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Axure, InVision, Balsamiq, UxPin

User Research skills: Usability testing, User study, User journey mapping, Storyboarding, Stakeholder interviews

Design Skills: Sketching, Wireframing, Prototyping, Data visualization, Interface design, Web responsive design

Computer Programming: HTML, JavaScript, CSS, PHP, WebGL, WebRTC, JQuery, Java, C++, C#, Node, Matlab, MySQL

Co-CURRICULAR ACTIVITIES

- 2nd place in 'Code for Good' Challenge 2013 organized by J. P. Morgan Chase & Co.
- Technical Head and Co-WebMaster of Computer Society of India (CSI) committee in D. J. Sanghvi College of Engineering.
- Completed 'The Photoshop Project' training course at D. J. Sanghvi College of Engineering.
- The project 'GUI for DB' finished in top 10% of global entries at 'Oracle Thinkquest 2012' competition.

EXTRA CURRICULAR ACTIVITIES

- 1st prize in group dance competition organized during college festival at D. J. Sanghvi College of Engineering.
- My team won cricket competition in Intra-SVKM Sports Event, 2011.
- 3rd position in 1000m running race organized at D. J. Sanghvi College of Engineering.