



# Prakhar Jain

Roll Number: 150205027

B.Des - Department of Design

Indian Institute of Technology Guwahati

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## Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Des	Indian Institute of Technology, Guwahati	8.64 (Current)	2015 - Present
Senior secondary	CBSE board	91.4%	2015
Secondary	CBSE board	10.0	2013

## Experience

- UX Design Intern | Microsoft IDC, Hyderabad** *May '18 - July '18*  
Designed a network performance monitoring tool for Azure, Microsoft's cloud computing services, to enable teams within Microsoft to create deployments and monitor their health status.
- UX Design Intern | Interaction One, Bangalore** *May '17 - July '17*
  - 1) Designed a CMS platform for the intranet app of a multinational IT service management company.
  - 2) Designed an artificially intelligent task-management app. The scope of the work included building the concept and its AI-based features, and delivering wire-frames for the app.
- Creatives Core Team | Alcheringa, IIT Guwahati** *Feb '16- Present*  
Serve as the core team-member of creatives team of Alcheringa, the annual cultural festival of IIT Guwahati. As a member, I contribute in creating a vision for the festival, make creative posters and videos for social media and branding of Alcheringa.
- Content Writing Intern | Infocrest Technology Solutions, Indore** *May '16- June '16*  
As an intern, the work involved research on client companies' background, and developing copy for their website, as well as managing blogs for them.

## Projects

- Content creation platform for creating health training modules** *Aug '18 - Ongoing*  
A content creation platform to enable doctors and similar stakeholders to create VR and interactive-video training modules for educating ASHAs in rural Assam, India
- Bloom, creating ethos for a young heritage** *Jan '18 - April '18*  
An E-Commerce Platform to promote Indian Handloom Industry, through a system thinking approach and advocates an intervention marked by the active involvement of designers, to align this traditional art with current fashion trends.
- Cubikey, a tangible user interface to color learning** *Feb '18 - April '18*  
A fun, appealing and viable device for cerebral palsy kids, teaching them about colors and simultaneously helping in better hand-eye coordination.
- Career-X, board game design for career guidance** *Jan '18 - April '18*  
A board game targeting school kids, attempting to mirror different career options along with the skill set and the subject knowledge required to achieve a certain profession.
- Xploro, an interactive digital library | OzCHI24** *Aug '17*  
Conceptualized a touch-based digital library for enhancing the experience of exploring enormous digital content in the Victoria state library. Done as a part of OzCHI 2018, a 24-hour international design challenge, in a team of 5.
- UncleCubator - Healthy Ageing of Elderly | OzCHI24** *Aug '16*  
Conceptualized an app to connect budding novices in the industry with retired veterans, where the latter can share their invaluable experience, and also overcome social isolation.

## Skills

- Design Skills:** Concept generation, Design thinking, User research, Wireframing, Information Architecture, Persona creation, Scenario Building, Low and high fidelity prototyping, Visual Communication, Usability Testing, Data visualization, UX writing, Photography, Film-making

- **Software:** Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro, After Effects, Xd), Figma Prototyping tool, Invision, Solidworks (beginner)
  - **Technical Skills:** C, C++
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## Key courses

- Design Methods\*
- Physical Computing
- Environment and experience design
- Usability Engineering\*
- Psychology
- Interaction Design
- Design Analysis\*
- System approach to Design
- Consumer Behavior
- Human Resource Management

*\* To be completed in Nov 2018*

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## Positions of Responsibility

- **Club Secretary (Head)**, Lumière- the Movie Club, IIT Guwahati (tenure session: '17 - '18)
  - **Cultural Secretary**, Kapili Hostel, IIT Guwahati (tenure session: '16 - '17)
  - **Vice President**, Vidyasagar School, Indore (tenure session: '13 - '14)
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## Achievements

- **OzCHI Student Design Challenge 2018:** Received SDC chairs Commendations
  - **KVPY 2015:** Obtained the National research fellowship scholarship by securing a position in top 1%.
  - **NTSE 2013:** Obtained the National level Scholarship hosted by Government of India
  - **Model Student:** Awarded the Model Student of the year in Vidyasagar School for session '14-'15
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## Extracurriculars

- **Inter IIT Cultural '16 & '17:** Secured the second position in poetry slam and was a member of IITG contingent for 48-hour film-making competition, in Inter IIT Cultural held at IIT Bombay and Kanpur
- **Lumière Club:** Core team member of film-making club of IIT Guwahati
- **Anchorenza Club:** Core team member of anchoring club of IIT Guwahati
- **TEDx IIT Guwahati:** Volunteer for design and logistics team of TEDx held in the session '15-'16