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Interests

Personal Fabrication, Human-centered programmable materials, Nano-materials and Nanofabrication, Soft Robotics, Microfluidics, Graphene and its derivatives.

Education

UNIVERSITY OF COLORADO BOULDER (ATLAS Institute) | PhD (Creative Technologies and Design) | 2018-2023 (expected)

Interdisciplinary research at the intersection of Computer Science and Nanotechnology. Designing interactions with programmable matter.

Advisors: Carson Bruns (Mechanical Engineering and ATLAS) and Daniel Leithinger (Computer Science and ATLAS)

INDIAN INSTITUTE OF TECHNOLOGY (IIT), ROORKEE | INTEGRATED M. Sc. (Physics) | 2013-2018

Specialization in *Material Science* (Condensed Matter Physics) and Nanofabrication. Pursued an interdisciplinary master's thesis in collaboration with Max Planck Institute for Informatics, Saarbrücken, Germany:

Advisors: Prof. Jürgen Steimle, (Saarland University) and Dr. Soumitra Satapathi (IIT Roorkee).

MAX PLANCK INSTITUTE FOR INFORMATICS | MASTER'S THESIS | DEC 2017-APR 2018

Advised by Prof. Jürgen Steimle, at the Human-Computer Interaction Group in Saarland Informatics Campus, Saarbrücken, Germany. Title: Acoustic Metamaterials: Towards Next Generation Programmable Matter

Professional & Research Experience

UNIVERSITY OF COLORADO BOULDER (ATLAS Institute) | Graduate Research Assistant | 2018 - (present)

Interdisciplinary research with the Laboratory for Emergent Nanomaterials (with Carson Bruns) and THING Lab (with Daniel Leithinger)

BAUHAUS UNIVERSITY, WEIMAR, GERMANY | RESEARCH INTERNSHIP | MAY 2017-JULY 2017

Advised by Prof. Eva Hornecker, Human-Computer Interaction chair at Bauhaus-Universität Weimar. Worked on shape-changing soft robotic TUIs (Tangible User Interfaces) and ultrasonic sensing.).

CO-FOUNDER & PRESIDENT | DESIGN STUDIO, IIT ROORKEE | SEPT. 2016-APR. 2017

Design Studio, IIT Roorkee is a multidisciplinary studio managed by students at Indian Institute of Technology, Roorkee dedicated to design-oriented research and product development with a stronghold in Human-Computer Interaction, Augmented Reality, Product Design, Game development, Animation and Graphics etc. (https://designstudio.cc/). I co-founded the group and lead it from its inception as the Founding President.

Personal projects on soft pneumatic valves, mechanics of origami patterns and shape-changing interfaces (details on online portfolio).

CO-FOUNDER & TECH LEAD | LOG 9 MATERIALS | SEPT. 2015-OCT.2016

Log 9 Materials is an Indian startup aiming at the commercial applications of lab-scale graphene nanotechnology and manufacturing high-quality nano-materials (primarily graphene). (www.log9materials.com). As Tech Lead my responsibilities were to look after the overall Research and Development, Innovation, Device Design & Fabrication. Designed and fabricated a Graphene Quantum Dots (GQD) based LED and graphene-based multi-action water purification system. Designed and developed PPuF - a graphene-ceramic composite based cigarette filter which lowers the carcinogens in cigarette smoke by 50-60 % (www.ppuf.co.in).

UNDERGRADUATE RESEARCHER | SATAPATHI LAB. IIT ROORKEE | MAY, 2015-NOV, 2017 (With an interim break for startup)

Worked on a variety of projects in instrumentation, nanofabrication, microfluidics, additive manufacturing, organic electronics and Biomaterials under the supervision of Dr. Soumitra Satapathi, Asst. Professor, Dept. Of Physics, IIT Roorkee. (http://satapathilab.com/)

FREELANCE USER INTERFACE & EXPERIENCE DESIGNER | DEC. 2013-MAY. 2015

Managed a wide variety of cross-media projects involving branding, illustrations, animations, products, UI-UX design, and development for startups (Inst-E-Shop, AAYUU.com, to name a few) as well as industry leaders.

Publications

[P1] "HASEL-UI: A toolkit for electrostatically driven Shape-Changing Interfaces", Purnendu, Eric Acome, Daniel Leithinger, Christoph Keplinger, Carson Bruns [Under submission for CHI 2021]

[P2] "Graphene-Based 3D Xerogel as Adsorbent for Removal of Heavy Metal Ions from Industrial Wastewater", Purnendu, Soumitra Satapathi, 5, 2, 96-102,2017, Journal of Renewable Materials. (Link)

Patents

[2020] METHOD AND APPARATUS FOR MULTI-MATERIAL VARIABLE RESOLUTION PALMTOP 3D PRINTING

Purnendu, Carson Bruns, Mark D Gross [Provisional Patent Application No 63/061,653 (pending)]

[2017] A GRAPHENE BASED TOBACCO SMOKE FILTER AND A METHOD FOR SYNTHESIZING GRAPHENE COMPOSITION

Akshay V. Singhal, Purnendu [WO 2017187453 A1 (Link)]

[2016] DEVICE AND METHOD FOR REAL-TIME THICKNESS CONTROLLED SPIN-COATING

Nipun Sawhney, Purnendu, Soumitra Satapathi [E-106/43/2016/DEL/201611039173 - (pending)]

Posters

"Graphene-Chitosan Xerogel for Heavy Metal Ion Removal", Purnendu, Soumitra Satapathi, International Conference On Nanoscience and Technology (ICONSAT), 2016, IISER PUNE

Awards and Scholarships

INSPIRE Scholarship for Higher Education (SHE), Department of Science and Technology (DST), Govt. of India (2013-18).

Invitations and Talks

Talk: "The mathematical secrets of Computational Origami" at Statistics, Optimization and Machine Learning Seminar, University of Colorado Boulder 15 Oct. 2019.

Talk: "Future of Graphene in manufacturing" at the short-term program on Make-In-India-Issues and Challenges, NITTTR Chandigarh, 10 Nov. 2017.

Special Invitee at Make-In-India Week, Mumbai, 13-18 Feb. 2016.

Skills

Advance skills in **Design thinking**, Design **software** in both **2D** and **3D** (Adobe Creative Suite, Autodesk Softwares, Rhino with Grasshopper, Cinema-4D, Blender).

Advance skills in **Nano-material fabrication and experimentation**: including microfluidic control and study, soft-lithography, photolithography, thin film deposition, nanofabrication, chemical fabrication, wet-lab techniques, different types of spectroscopy (Fluorescence, UV-Visible, FTIR), X-Ray Diffraction, Atomic Force Microscopy and Electron Microscopy (SEM,TEM, STM) and instrumentation.

Advance skills in **macro-scale instrumentation, prototyping, and digital fabrication: 3D printing**, cutting, molding, casting; instrumentation of most digital machines to handle plastic/composite/metal/wood.

Medium skills in software development and scientific computing: **Graphics, Animation, Interface and Machine Learning** in **Python, MATLAB, Javascript, FORTRAN**.

Medium skills in digital and analog circuit design, signal processing, microprocessors, fast-prototyping as well as machine building: hardware design and assembly.

Basic skills in biological engineering, bacteria culture.

Fluent in spoken and written English, Hindi, and Maithili-eastern Indian-subcontinent language (mother tongue);

Extra-Curricular Activities

Associate Member, Fine Arts Section, IIT Roorkee (2013-present).

Lead Design Manager, Cognizance- The Annual Technical Festival of IIT Roorkee (2015-16).

Designer, Cognizance- The Annual Technical Festival of IIT Roorkee (2013-15).

Design Head & Additional Secretary, Kshitij-The Official Literary Magazine of IIT Roorkee (2015-16).

References

Carson Bruns

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atlas/carson-bruns

Mark D Gross

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Daniel Leithinger

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