



## CURRICULUM VITAE

Date of Birth: 16th February 1998  
Citizenship: India

## EDUCATION

10/2023 - present  
(24 months)

### HOCHSCHULE RHEIN-WAAL, KAMP-LINTFORT, DE

M.Sc., Usability Engineering (German Grade - 1.5)

- User Experience Design
- User Research and Testing
- Strategic Usability Engineering
- Innovation and Design Thinking
- Applied Interaction Design

06/2015 - 05/2019  
(4 years)

### SIDDAGANGA INSTITUTE OF TECHNOLOGY, TUMAKURU, IN

B.E, Information Science and Engineering (German grade equivalent - 2.5)

## WORK EXPERIENCE

08/2019 - 06/2020  
(11 months)

### TOSHIBA SOFTWARE INDIA PRIVATE LIMITED, BENGALURU, IN

Trainee Engineer

- Explored and integrated office equipment (MFPs) as part of the API team, translating functional requirements into software components, handling 3 Monochrome and 2 Color models, encompassing various sub-types tailored to diverse capabilities, speed, scale, and sizes
- We used C++ for device programming and PyTest for testing, ensuring changes met requirements before deployment.
- I collaborated with our Japanese counterpart on feature additions and legacy device integration while adhering to an extensive documentation protocols.

12/2018 - 04/2019  
(4 months)

### BODHI LABS SOFTWARE SERVICES PRIVATE LIMITED, BENGALURU, IN

Project Intern

- Collaborated with a 4-member team to prototype PongFox, an advanced table tennis robot, focusing on controllable proof of concepts and reliability.
- Developed designs, leveraging industry expertise to ensure a strong foundation and precision.
- Researched development boards, transitioning from Arduino to Raspberry Pi for wireless integration and explored ESP-32 for sustainability and cost-effectiveness.
- Led efforts to redesign components for improved precision, particularly enhancing the feeder system and doubling the container capacity to accommodate up to 50 balls using an additional servo motor.
- Researched training methodologies, devised custom training drills, and translated user needs into solutions, collaborating with industry experts for effective user-centric features.
- Presented PongFox weekly at local clubs, observing user engagement and collecting feedback to drive innovation.

## CAREER GAP

03/2020 - 07/2022  
(2 years, 4 months)

### MAKRANA MARBLES CENTRE, TUMKŪR, IN

Multifaceted support

Amid the pandemic's challenges and personal hardships, I contributed significantly to my family's natural stone business. I engaged in inventory management, customer service enhancement, and market research. These efforts honed my skills in teamwork, problem-solving, and a customer-focused approach.

## SKILLS

### Core Skills

- User-Centered Design & Usability Testing
- Prototyping, Wireframing, Visual Design
- UX Research & Data Analysis
- Strategic Thinking & Market Research
- Project Management & Agile Methodologies

### Technical Proficiency

- UX Tools: Figma, Adobe XD, Miro
- Web Development: HTML, CSS, JavaScript
- Data Visualization & Statistical Analysis

### Collaboration & Communication

- Teamwork & Leadership
- Verbal & Written Communication
- Presentation Skills & Stakeholder Engagement

### Key UX Design & AI Skills

- AI-Driven Development & Analysis
- Agile Management & Learning
- Creative AI Solutions & Research Synthesis
- Prototyping & Inclusive Design

## ADDITIONAL TRAINING

06/2018 - 07/2018  
(2 months)

### MONKFOX, TUMKŪR, IN

Industrial Training on Python, Django, Flask and Machine Learning

## MEMBERSHIPS AND AWARDS

07/2019

### SEMINAR AND EXHIBITION IN STUDENT PROJECT PROGRAMME

Karnataka State Council for Science and Technology - [www.kscst.org.in](http://www.kscst.org.in)

Our project, "Bird Census using Digital Photograph," earned the "Best Project of the Year" award, a prestigious honor supported by the Department of Science and Technology, India. This accolade recognizes our innovative contribution to digital wildlife conservation efforts.

02/2018 - 04/2018  
(3 months)

### VIRTUAL COLLEGE REPRESENTATIVE FOR "CAREERS360"

I represented our University, where I was responsible for answering questions people had about our college, and interviewing peers about their feedback, job perspectives, professional and personal goals.

Kamp-Lintfort, 6th September 2024



Rahul Prakash