

Rishi Dharshan Gurralla

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SUMMARY

An interaction design technologist with a strong inclination towards human first approach and first principles systems thinking to solving problems to craft seamless digital and interactive product experiences for the users

WORK EXPERIENCE

Digital Product Designer - Freelance

Jan 2020 - present

Full stack UI/UX design ranging from user research to visual design and developer handover, also designed and implemented code when necessary for desktop and mobile applications, websites ranging from e-commerce to audio/visual brands, enterprise tool and marketing games

Systems Engineer at Siemens Healthineers

July 2017 - Sep 2018

- As part of an agile product care team, designed and implemented solutions for front-end problems of a digital product system to archive and retrieve medical images for history and diagnosis.
- Implemented the solutions successfully in C++ and have good understanding of Visual Studio Debugging

PROJECTS

Research Projects

- 1) A zoomorphic robot as a companion for children undergoing painful IV and long procedures in hospitals
- 2) An embodied conversational robot as a bartender
- 3) Add-on for playground to enhance open ended play

UI/UX Design Projects

- 1) Award Manager (Enterprise Tool) - Full stack digital product design, ranging from user research, task flows, information architecture, lo-fi and hi-fi prototyping and developer handover for an internal tool to schedule and manage awards to keep employees engaged during covid-19 pandemic
- 2) Audio/Visual Entertainment Studio(Lifestyle Catalogue Website) - Direct stakeholder interactions to gain expectations on brand, design, information and layout.Scheduled multiple re-iteration sessions including stakeholders. Handled large amount of Image data and information architecture
- 3) Gamified Marketing - Implemented UI design for interactive games on AdobeXD including animations.

Process For Projects

[Link to Portfolio](#)

INTERNSHIPS

Workplay Digital Studios

UI/UX Design - Worked on multiple projects ranging lifestyle brands, enterprise tools and internal tools for gamified marketing solutions.

Trainee at HAL-ARDC - Aircraft Research and Development Centre

AHRS using Matlab and Simulink

EDUCATION

2022 - 23	Master's (Interaction Technology) at University Of Twente, The Netherlands	40EC
2013 - 2017	Bachelor's Degree (ECE) BMS College of Engineering, Bangalore	(GPA: 7.52/10)
2012	Class 12th (MPC), AP Board, Hyderabad, India	(94.2)
2010	Class 10th CBSE, Hyderabad, India	(8)

EXTRA-CURRICULAR

BMSCE Mountaineering Club

Participated in various volunteering activities and completed a Basic Mountaineering Course spanning 1 month from ABVIMAS, Himachal Pradesh

Holystoked Sakteboarding

An active volunteer for the collective that built India's first free public skatepark. Partook in activities to support the cause through building e-commerce shop and social media technicalities

SKILLS

HCI	User Research - qualitative and quantitative analysis, structured and semi-structured interviews, ethnography, field studies Wireframing - lo-fidelity paper prototyping, hi-fidelity digital wireframing, prototyping, interactive interface prototyping Visual Design - experienced in following design languages for enterprise tools such as Microsoft, Material Design
Programming	Debugging in Visual Studio, OOPS with C++, basics of HTML,CSS Javascript, Image processing algorithms in Matlab and Simulink