

SAJAL CHAPLOT

UX DESIGNER

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EXPERIENCE

INFOSYS LIMITED

Lead - Experience Design / August 2019 - Present

- Designed and conducted research to improve Infosys Wellness Program through stakeholder workshops, interview of 95 employees, and a survey analysis of 2500+ responses.
- Designed solution for a contractor persona of a United States based financial institution.

NEXT EDUCATION

UX Design Intern / May 2018 - July 2018

- Worked on Next Learning Management System to conduct in-person usability testing as moderator and overall coordinator.
- Recommended modifications in Information Architecture, User Interface and presented various design solutions to enhance interaction on 77-inch smart display board.

INTERACTION ONE

UX Design Intern / May 2017 - July 2017

- Designed an efficient system including a desktop dashboard for crowdfunding based on sessions conducted with focused groups, user surveys and literature research.
- Designed application for medical tele-consulting benefiting doctors as well as patients.
- Created wireframes, sketches and mockups to communicate product use, user flow and interactions to visual designers, product manager and developer teams.

PROJECTS

TECHNICHE, IIT GUWAHATI

Head, Web Operations / October 2017 - September 2018

- Led design and development for Techniche, IIT Guwahati with a focus on growth and smooth user experience of the website, accessed by almost 40,000 users worldwide.
- Ensured a cohesive experience to align us across all platforms.
- Acted as a liaison between TheCollegeFever.com and Techniche for quick payment integration adding to participants' overall experience.

DEFINING CROSS DEVICE INTERACTION WITH SMARTWATCHES

Guide : Dr. Debayan Dhar, Assist. Professor, Dept. of Design, IIT Guwahati/
August 2018 - April 2019

Identified in air gesture library and dominant in air gestures for 6 cross device system interactions through elicitation study conducted with 25 participants. Designed and tested an app concept using gestures demonstrating their appropriateness and effectiveness in performing interactions.

ETHNOGRAPHIC RESEARCH : KAMAKHYA TEMPLE

Guide : Sarita Sheshagiri, former Senior Design Lead Samsung / March 2019

Conducted ethnographic research with 8 devotees at Kamakhya Devi Temple, Guwahati. Developed insights through affinity analysis and provided various concept solutions to improve their 'Darshan' experience.

TANGIBLE UI GAME FOR CEREBRAL PALSY REHABILITATION

Guide : Keyur Sorathiya, Associate Professor, Dept. of Design, IIT Guwahati /
Feb 2018 - April 2018

Interviewed and surveyed kids affected by Cerebral Palsy - managed by Shishu Sarothi. Designed and implemented a game based tangible interface to improve bi-manual coordination in children.

EDUCATION

IIT GUWAHATI, INDIA

B.Des / 2015 - 2019

CPI: 7.87 / 10

SHIV JYOTI SCHOOL

Class XII / 2015

94.2 %

LAKSHMIPAT SINGHANIA SCHOOL

Class X / 2013

CGPA : 10 / 10

SKILLS

DESIGN

HCI Research

User Interview
Contextual inquiry
Protocol Analysis
Questionnaire Survey
Ethnographic Research

Interaction Design

Affinity Analysis
Persona Building
Journey Mapping
Task Flow
Information Architecture
Rapid Prototyping

Usability Engineering

Heuristic Evaluation
GOMS Analysis
Usability Evaluation

SOFTWARE

Adobe Creative Suite
Balsamiq
Figma

DEVELOPMENT

HTML 5 / CSS 3

Bootstrap

JavaScript *

SQL Server *

Php *

**Elementary proficiency*