SAJAL CHAPLOT
PRODUCT DESIGNER

☎ +91 8473934455

✉ sajalchaplot@gmail.com

🌐 https://sajalchaplot.co.in/

EXPERIENCE

INFOSYS + WONGDOODY
Lead - Experience Design / August 2019 - Present

- Designed a flexible wellness app empowering employees to take care of their overall wellness by fitting wellness activities to their interest and work schedule.
- Designed digital lending solution for Finacle Product expediting current account opening, applying for Over Draft Loan with minimum or zero intervention from banks.
- Designed concept for a contractor to request extra credit on the go and make digital payment for their day to day assignments for a leading US 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.

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 - Science / 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
Affinity Analysis

Interaction Design
Persona Building
Journey Mapping
Card Sorting
Information Architecture
Rapid Prototyping

Usability Testing
Heuristic Evaluation
GOMS Analysis
Usability Evaluation

SOFTWARE
Adobe Creative Suite
Figma
Miro

DEVELOPMENT
HTML 5 / CSS 3
Bootstrap
JavaScript *
SQL Server *
Php *

Elementary proficiency