

# SAJAL CHAPLOT

## UX DESIGNER

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## EXPERIENCE

### INFOSYS LIMITED

Lead - Experience Design / August 2019 - Present

- Designed and conducted stakeholder workshops and user research to improve Infosys employee wellness program. Conducted a quantitative analysis of over 1200+ responses and 40+ interviews.
- Worked on client proposal. Presented various re-designed concepts during client pitch presentation.

### 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.

### 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.

## PROJECTS

### 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*