

Shivam Goyal

Final year Design Undergraduate
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EDUCATION

B.DES

DESIGN

IIT Guwahati | Expected May 2018

Cum. GPA: 7.94 / 10.0

SENIOR SECONDARY

CBSE | 2013 | G.Noida, India

Grade: 91.8%

SECONDARY

CBSE | 2011 | G.Noida, India

Cum. GPA: 10.0 / 10.0

COURSEWORK

Elements of Design
Introduction to Interaction Design
Usability Engineering
System Approach to Design
Fundamentals of Ergonomics
Introduction to Graphic Design
Creativity and Innovation
Tangible Interfaces
New Media Design

SKILLS

Design Skills

Basic Sketching • Brainstorming •
Design Thinking • Design Research •
Wireframing • Usability Evaluation •
Persona Creation • Scenario Building
• Illustrations • Low and High Fidelity
Prototyping

Design Software

Adobe Creative Suit • Balsamiq •
Blender • Solidworks

Programming languages

C/C++ • Python • Java*

Web technologies

HTML • CSS • Javascript • jQuery

Miscellaneous

Android Programming • Unity* •
OpenCV* • Machine Learning* •
Deep Learning*

Operating system

Windows • Mac OS

*Elementary proficiency

EXPERIENCE

SOCIETE GENERALE | USER EXPERIENCE DESIGN INTERN

May 2017 - July 2017 | Bangaluru, India

- Redesigned several financial technology softwares and repository.
- Designed a chatbot as an information portal for company employees.

IIT GUWAHATI | GAME DESIGN INTERN

May 2016 - June 2016 | Guwahati, India

- Designed and made a fully functional prototype of an educational board game for children. Steps involved were ideation, research, prototyping and user testing.

PROJECTS

NAVIGATIONAL AID FOR VISUALLY IMPAIRED

August 2017 - Present | Prof. Pratul Kalita, Dept. of Design, IIT Guwahati

Designing a navigational tool (using the image processing and computer vision technologies) for blind and visually impaired people that can guide them comfortably in the urban neighborhood.

SOFTWARE REDESIGN AT SOCIETE GENERALE

May 2017 - July 2017

Redesign a desktop based software and a web repository to make them fast, easy to navigate, properly grouped and characterized and easy on eyes.

LILY : THE CHATBOT

March 2017 - April 2017 | Prof. Pratul Kalita, Dept. of Design, IIT Guwahati

Conceptualized a chatbot for kiosks, that can be installed in the schools to teach english to the students of rural areas of Assam. This project involved qualitative field research, ideation, mockup creation and finally development of a prototype in Android SDK

SMART SHOPPING APP: AN ONLINE APP FOR OFFLINE SHOPPING

December 2016

Designed an app for offline stores that uses computer vision and machine learning to bring the comfort of online shopping to the better experience of the offline shopping.

OZCHI '16 | HEALTHY AGEING

August 2016

Conceptualized a device that will bridge the generation gap between grandparents and their grandchildren. The device uses augmented reality and artificial intelligence to improve social and mental well-being of the elderly.

CHARIKUNIYA: EDUCATIONAL GAME

May 2016 - June 2016 | Prof. Uday Athavankar, IDC, IIT Bombay

Designed a two player game to teach the concept of fractions to the children of age 10 and above in a fun way.