

# Shubhangi Gupta

Final Year Design Student, IIT Guwahati, India

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## EDUCATION

Bachelor Design | CPI: 8.91/10

CBSE | Grade 10 | CPI: 10/10

## RELEVANT COURSES

Introduction to Interaction Design

Design Methods

Design Analysis

Cognitive Psychology

Physical Computing

Tangible Interfaces

Graphic Design

Introduction to Computing

Usability Engineering

Creativity and Innovation

New Media Studies

## SKILLS

### Design

Brainstorming, Information Architecture,  
Interaction Flows, Wireframing, Visual Design,  
Photography, Video Prototyping

### User Research

Personas, Scenarios, Usability Testing,  
Contextual Enquiry, Protocol Analysis

### Design Tools\*

Solidworks, Balsamiq, Adobe Suite (Adobe  
Illustrator, Adobe Photoshop, Adobe After  
Effects, Adobe Premier Pro, Adobe XD), C,  
HTML/CSS

*\*learning as I am working*

## EXTRA-CURRICULARS

Winner, Badminton Championship,  
Spardha'16, Inter-hostel Sports Competi-  
tion & Badminton Championship,  
Completed Yes+ Art of Living Course  
Active member of Cadence - Dance Club,  
IIT Guwahati

## ACHIEVEMENTS

IIT-JEE 2014: Amongst the top 0.2% of 0.15  
million students who wrote the exam,  
Branch Opener in 'Design' at IITG, 2014  
batch.

## EXPERIENCE

**Research Intern, LRI, Université Paris-Sud | May '17 - July '17**

**Mentors: Prof. Michel Beaudouin-Lafon and Prof. Wendy Mackay**

Designed an interactive interface comprising of a table top and a wall-sized display installation showing content on 100 top scientists of University of Paris, Saclay by conducting participatory design activities with prospective users of the system, and by creating and testing mock-ups and prototypes of the navigation system.

**Interaction Design Intern, Microsoft Research India | Jan'17 - Mar'17**

**Mentor: Dr. Keyur Sorathia**

Worked on a project named 'Second Opinion' to enable people to obtain second opinion from the renowned medical experts. Was responsible for User research and building Information Architecture, Task Flows and Wireframes of the application.

**Core Team Member, Design Team | Sep'15- Sep'16**

**Techniche, Annual Techno-Management Festival, IITG**

Created visual graphics for various modules of Techniche, the largest Techno-Management fest in the north-east region of India, promoting the events and helping expand its reach.

**Research Intern, Indian Institute of Science, Bangalore | May '16 - July '16**

**Mentor: Prof Amaresh Chakrabarti**

Was responsible for research in design methodology for a tool named "InDeaTe" built to provide designers a systematic approach to design Products, Manufacturing Systems and Service Systems. Conducted literature review in the areas of Design Methods, Sustainable System Design and participated in Design Protocol Studies. Organized and participated in Design Sessions at the IUSSTF workshop on Design of Sustainable Systems.

## PROJECTS

**Social Sustainability of Online Platforms | Aug'17 - Ongoing**

**Indian Institute of Technology Guwahati**

**Mentors: Pankaj Upadhyay (Assistant Professor, Social Innovation and Sustainability Lab) and Neha Kumar, Assistant Professor, Georgia Tech**

My Bachelor Thesis Project. I aim to define social sustainability in respect of online social platforms. I aim to define and validate the various dimensions that represent a socially sustainable online social platform.

**Teaching Counting to Mentally Challenged Kids | Jan'17 - Apr'17**

**Indian Institute of Technology Guwahati**

**Mentor: Dr. Keyur Sorathia (Head, Embedded Interactions Lab)**

Designed and Prototyped a tangible user interface for the mentally challenged kids as a toy to help them learn the 'meaning' a number holds and counting of numbers.

**UX Research, Education tool for ASHA Workers | Sep'16 - Nov'16**

**Indian Institute of Technology Guwahati**

**Mentor: Dr. Keyur Sorathia (Head, Embedded Interactions Lab)**

Aim of the research was to identify the problems faced by the Community Health Workers of Assam during their training sessions and design a solution using latest technological advancements to resolve the problems.