Shubhangi Gupta

Final Year Design Student, IIT Guwahati, India

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EDUCATION

Bachelor Design | CPI: 8.99/10

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/C++, HTML/CSS

Learning as I am working

EXTRA-CURRICULARS

Winner, Badminton, Inter-hostel Sports Meet- 'Spardha 2016' IITG,

Completed Yes+ Art of Living Course

Runner Up, Open Dance Competition- 'Electric Heels'- 2015 and 2016, IITG

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.