

Akash Chaudhary

🌐 akash-1992.github.io | portfolio

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I am a computer scientist and UX designer interested in understanding user impediments to digital well being on online platforms and in designing novel and creative systems to promote effective use of communicative language expressions among people. I also love music, and one of my most recent project explores the use of neural networks that can be used to facilitate sound design. I am currently seeking internship opportunities as a UX designer and/or UX researcher.

EDUCATION

University of California

Master of Science, Computational Media

Advisor : Dr. Angus Forbes

CGPA : 3.8

Santa Cruz, USA

Sep 2021 - present

Indian Institute of Technology

Bachelor of Technology, Production and Industrial Engineering

Advisor : Dr. Apurbba Kumar Sharma

Major CGPA : 9

Roorkee, India

Aug 2011 - May 2015

RESEARCH

“Are You Still Watching?”: Exploring Unintended User Behaviors and Dark Patterns on Video Streaming Platforms

Chaudhary, A., Saroha, J., Monteiro, K.

Advisor : Dr. Angus Forbes, Dr. Aman Parnami

ACM Designing Interactive Systems '22
(Accepted, in press)

Verbose : Designing a Context-based Educational System for Improving Communicative Expressions

Chaudhary, A., Belani, M., Maheshwari, N.

Advisor : Dr. Aman Parnami

ACM Mobile HCI '21

Exploring Design for an Embodied Tool to Regulate Separation Anxiety in Dogs

Chaudhary, A.

Advisor : Dr. Katherine Isbister

Ongoing

Applications of Generative Adversarial Methods in Sound Synthesis for Films and Games

Hansen, B., Chaudhary, A.

Advisor : Dr. Angus Forbes

Ongoing

WORK EXPERIENCE

Teaching Assistant (Musical Data)| University of California, Santa Cruz

Apr 2022 - Present

- Teaching assistant for 'Musical Data' under Dr. Brian Hansen.
- Responsible for conducting demos, holding discussions and grading assignments.

Teaching Assistant (Algorithmic Music)| University of California, Santa Cruz

Jan 2022 - Mar 2022

- Teaching assistant for 'Algorithmic Music' under Dr. Brian Hansen.
- Assisted instructors in managing the evaluation of course assignments and development of feedback.
- Assisted learners with the building, editing, and submission of assignments as relative to course requirements.
- Assisted students in achieving completion of required objectives. Provided regular, accurate and timely feedback to students relative to their performance.
- Held office hours with students to review materials, answer general questions, and provide assistance on assignments.
- Maintained expertise in subject area in order to provide students with current trends and to recommend improvements in curriculum design.

UX/AI Researcher | Creative Coding Lab

Sep 2021 - Present

- Collaborated with 3 UX team members including a design UX expert Dr. Aman Parnami, and current advisor Dr. Angus Forbes, to identify and prioritize a research project involving design critique of video streaming platforms.
- Led a team of 2 interns on a psychology-based UX study of dark patterns in streaming platforms to a conference submission, ACM Designing Interactive Systems 2022 (in press).
- Collaborated with a UX researcher to design concepts and prototypes for finding the pedagogy of a story-based learning structure that enables optimal learning.
- Collaborated with 2 other researchers to fine tune DC-GAN neural networks and develop novel audio generation techniques for films and games.

UX/UI Research Associate | Weave Lab

Jan 2018 - July 2021

- Collaborated with lab advisor Dr. Aman Parnami, a Ph.D., and an intern at Indraprastha Institute of Information Technology, Delhi, to come up with a novel idea for developing the design of novel mobile application for a UI/UX study aimed at improving speech intonations in non-native English speakers.
- Led the team of 4 as the first author towards a full paper conference submission at ACM Mobile HCI 2021.
- Formulated sketch-based prototypes, conducted low-fidelity user study, organized a visual representation study and directly involved in the development of a voice-input feedback application.
- Analyzed user data, formulated usability SUS scores, SEQ user experience scores and semi-structured interviews.

Audio Researcher | ILIAD Lab

Jan 2019 - Dec 2020

- Member of the Interdisciplinary Lab for Interactive AV Development (ILIAD), led by Prof. Timothy Scott Moyers Jr. at IIIT Delhi.
- Built a python-based GUI for data sonification of various media files like image, CSV and video, and transfer to audio softwares, like Reaper and SuperCollider.

Research Intern | Verisk

May 2019 - Sep 2019

- Performed data analysis on the Q/A model of BERT in NLP.
- Worked with Software Engineers and Data Scientists to develop fine-tuned model parameters and report text recognition accuracy on domain-based text datasets.
- Worked closely with development teams to ensure accurate integration of transformer-based machine learning model into an initial python-based deployment.
- Presented research insights from proceedings of the 57th Annual Meeting of the Association for Computational Linguistics (ACL).

Product Manager | Derbii

Nov 2015 - Dec 2017

- Product manager at Derbii, a cab aggregation startup in India.
- Mainly responsible for maintaining collaborations with industry partners and managing investor relations. Also responsible for formulating strategies for business growth and marketing.
- Directly involved with the 2 co-founders in coming up with sketch-based low-fidelity prototypes of beta version, consumer-facing mobile application.
- Responsible for driving company's investor relations, directly involved in setting up three prominent investors for a pre-series A funding.

SKILLS

Hands-on coding

- Python, C, HTML, CSS, JavaScript, p5. Certified through Harvard course - CS50: CS50's Introduction to Computer Science (edX).
- User testing, formulating study protocols, conducting interviews, designing prototypes, cross-disciplinary collaborations with designers, data scientists and engineers, evaluating user data, writing summary reports and iterative designing.
- Data Structures and Algorithms. Certified through Stanford courses - Divide and Conquer, Sorting and Searching, and Randomized Algorithms (Coursera), Graph Search, Shortest Paths, and Data Structures (Coursera), Greedy Algorithms, Minimum Spanning Trees, and Dynamic Programming (Coursera), Shortest Paths Revisited, NP-Complete Problems and What To Do About Them (Coursera).
- Digital Signal Processing, through a non-degree course from EPFL (Coursera).

EXTRA-CURRICULARS

Sports

- Gold medal, basketball at undergraduate level in 4th year, Indian Institute of Technology, Roorkee at Inter-IIT sports fest.
- Silver medal, basketball at undergraduate level, 2nd year, Indian Institute of Technology, Roorkee at Inter-IIT sports fest.
- Runners up, football at inter-year sports competition at undergraduate level, 3rd and 4th year at Intra-IIT sports fest.