AKHIL PATEL

UX | INTERACTION | RESEARCH

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I am passionate about empowering communities and designing effective and engaging experiences for the masses by creating next-generation solutions through a seamless integration of technology and design. I am fascinated by the projects that are at the intersection of artificial intelligence and human-centered design.

EXPERIENCE

PAKIT
Oct'16 - Present

Co-Founder & CEO
• Pakit is a global peer-to-peer platform which allows travelers to earn money by utilizing their unused baggage space. Working towards creating an unmatched and reliable user experience for Pakit by connecting senders, travelers, & buyers.
• Managing a product team of 5 people including developers and designers.

MICROSOFT IDC
May'17 - July'17

UX Design Intern
• Conceptualized and designed a chatbot from scratch for Skype (all platforms), & conceptualized a user engagement model for high user retention. Accordingly designed scenarios, bot personality, conversation flow and new features, in order to accomplish the business goals of the project.
• Managed a team of 3 developers and drove the project to successful implementation (complete ship-ready product) within the deadlines.

BUSIGENCE TECH
Dec'16 - Jan'17

Design Associate
• Designed the overall experience of ROBONATE, the flagship product of Busigence Technologies, based on machine learning and artificial intelligence.
• Defined & established a design framework for further projects of the company.

ROBERT BOSCH
May'16 - July'16

Design Intern
• Learned & understood the Corporate UX process & user research techniques.
• Designed & prototyped an induction kit for the new joining employees to communicate Bosch values by redefining Bosch Identity.

UE & HCI LAB, IITG
Dec'15 - Jan'16

HCI Intern
• Learned the basics of Augmented Reality Development and its applications in the domain of smart learning solutions for college students in Electronics Lab.
• Conducted user studies through questionnaires, surveys & personal interviews and contributed to the development of a cross platform AR based mobile application.

EDUCATION

IIT GUWAHATI
Bachelor of Design
Jul 2014 - May 2018

Cumulative Performance Index (CPI):   8.68/10 (Rank: 3/43)
Semester Performance Index (SPI):   10/10 (7th Semester)

Positions of Responsibility:
• Internship Secretary, Department of Design, IIT Guwahati (May'16 – Apr'17)
• Head, Brand Comm. and Creatives, Reflux, IIT Guwahati (Nov'15 - Mar'16)
• Technothlon City Rep. 2015 : Managed and conducted Technothlon'15 (International School Championship) prelims, taken by 2000+ students.

SKILLS

Design:
Design Thinking
Strategic Innovation
UX Research
Contextual Inquiry
Info. Architecture
Rapid Prototyping
UI & Visual Design
Usability Evaluation
User Testing

Software:
Adobe Creative Suite
Adobe XD
Figma
InVision
Axure RP
Balsamiq
Unity3D
Solidworks

INTERESTS

Design for Empowerment
HCI & HCD
System Design
Innovation Frameworks
Strategic Management
Artificial Intelligence

COURSES

Interaction Design
Usability Engineering
Creativity & Innovation
Systems Approach to Des.
Design Management
Collab. Design Methods
Tangible UI
Graphic Design
Design Analysis
Physical Computing
New Media Studies

PUBLICATIONS

Defining Systems: A
Formal Framework for
Social System Analysis
(Under Review)

PROJECTS

DESIGN FOR FUTURE: Strategic Management and Design Innovation Framework for Digital Organizations *Aug'17 - Present*
As a part of my final year thesis project, I am working on defining a software based framework for digital enterprises aimed at aiding the management and innovation practices within an organization.

Interactive Game for Children with Learning Disabilities *Jan'17 - May'17*
Based on a tangible UI, PUZZLZ is a puzzle based learning game for children suffering from developmental disorders (Downs syndrome, cerebral palsy, etc.) that helps in the development of cognitive and fine/gross motor skills.

TIGER© : Framework for Social System Analysis *Jan'17 - Apr'17*
Developed a 5-dimensional social system analysis framework to easily evaluate and analyze social systems using systems approach to design.

PROJECT AIRBORNE: Air Stationed Drones for Weather Surveillance *Feb'17*
Proposed a systems based concept for more effective weather surveillance in the future. The system enhances the situational awareness of the pilots and includes Project Loon inspired balloons and drones for surveillance.

DRIVERSITY: Making the Car of 2030 more Intuitive and Fun *Jan'16 - Feb'16*
Conceptualized and proposed an Augmented Reality based multi-modal system for the car of 2030 using a combination of user-centered design and futuristic technologies to achieve an exceptional user experience.

ACHIEVEMENTS

Top 6 Worldwide: Student UX World Championship 2017
Concept for flying car interaction in 2030 selected as one of the top 6 entries.

Top 24 Global Semi-finalist: Valeo Innovation Challenge 2016
Proposal for an Augmented reality system for the car of 230 selected in top 24 out of 1320 entries from the students of 770 universities in 73 countries.

1st Place Winner: Honeywell AeroChallenge 2017
Project Airborne selected as the 1st place winner out of 100+ teams.

Institute Merit Scholarship
Received the prestigious IMS Scholarship for the best academic performance in Department of Design in the year 2015-16.

Best Technology Startup: Startup Showcase, Techniche 2017
PAKIT chosen as the best tech startup for its innovative use of technology in solving real world problems.

Finalist: 12th 'Hardware Prize' Product Design Competition 2017
Study Workstation concept selected in top 167 finalists out of 2336 participants from around the world in the Competition (Educational Supplies category).

Honorable Mention: Honeywell AeroChallenge 2016
App concept for aircraft maintenance chosen as one of the top 10 entries.

Winner: Designing Immersive Learning Experiences Workshop
'Youtube for students' selected as one of top 3 winners at the workshop conducted by Xerox Research in IndiaHCI 2015.