

# AKHIL PATEL



UX | INTERACTION | RESEARCH

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I am passionate about empowering communities and creating effective and engaging experiences for the masses by a seamless integration of technology and design to create next-generation solutions. I am fascinated by the areas dealing with the combination 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)
- Technothon City Rep. 2015 : Managed and conducted Technothon'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 India HCI 2015.