AKHIL PATEL

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I believe in creating effective and engaging experiences for the masses by a seamless integration of technology (artificial intelligence, to be specific, in tech domain) and user-centered design, to create next-gen solutions.

EXPERIENCE

Busigence Technologies
Design Associate
Dec 2016 - Jan 2017 (6 weeks)
Gurgaon, India

- Applied Design Thinking and Shneiderman's heuristics to create the overall experience of the cognitive computing based data science product.
- Collaborated with full stack developers, data engineers and data scientists in product development to keep a track on technical constraints in design.

Robert Bosch UX Studio
Experience Design Intern
May 2016 - July 2016 (8 weeks)
Bangalore, India

- Designed and prototyped an induction kit for the new joining Bosch employees to communicate Bosch values by redefining the Identity.
- Identified user needs with the help of user-centered design research.
- Conceptualized Bosch Employment Portal and 'My HR' mobile app.

Usability and HCI Lab, IIT-G
HCI Intern
Dec 2015 - Jan 2016 (5 weeks)
Guwahati, India

- Learned the basics of Augmented Reality and applied it in the domain of smart learning solutions for college students in Electronics Lab.
- Conducted user studies through questionnaires, surveys and interviews.
- Prototyped an AR mobile app in Unity3D for user testing and evaluation.

EDUCATION

Indian Institute of Technology - Guwahati | 2014 - 2018 *(expected)*
Bachelors of Design | CPI: 8.29
Interaction Design and HCI

SKILLS & TOOLS

Design & Research:
- Design Thinking
- Contextual Enquiry/User Research
- Information Architecture
- Rapid Prototyping
- Heuristic Evaluation
- UI/Visual Design
- User Testing

Design Tools:
- Adobe Creative Suite
- Sketch

Prototyping Tools:
- Axure
- InVision
- Unity3D

Development:
- Bootstrap
- Angular JS*

*Elementary proficiency

PROJECTS

DRIVERSITY | Valeo Innovation Challenge 2016   *Jan 2016*
Keywords: Interaction Design, Augmented Reality, Automobile
- Conceptualized and proposed an Augmented Reality based multimodal system to make the car of 2030 more intelligent, intuitive and fun.
- Created an AR based prototype using Google Cardboard to test the concept.
- Shortlisted as **World Semifinalist** (top 24) out of 1300+ teams worldwide.

TUNO | Honeywell AeroChallenge 2016   *Dec 2015*
Keywords: App Design, IoT, Aircraft Maintenance
- Designed an application to facilitate the collaboration of aircraft staff in the aircraft maintenance process to reduce the overall turnaround time.
- Received an **Honourable Mention** for the proposed mobile application.

FACEMATCH | Experience Design to Match Faces with Names   *Oct 2016*
Keywords: User Experience, Research, Interaction Design, Education
- Adopted a data-driven approach to design an experience for Teachers/ Professors to easily remember names of students every new semester.
- Focused on progressive accuracy improvement and quality data collection during the process flow to enhance the customized education experience.

ICT based Training Modules for Health Workers   *Aug 2016 - Nov 2016*
Keywords: User Research, HCI, Training, Rural Health
- Conducted extensive rural field research and user contextual enquiry.
- Designed interactive training and learning modules for Rural Community Health Workers supported through mobile phone based interactions.