

ABHIGYAN KAUSTUBH

Interested in UX Research and UX focused
Product/Program Management Roles

1.206.366.5450 akhuia@uw.edu

[Linkedin](#) www.aklogs.com

Seattle, WA Can Relocate/ Travel

EDUCATION

UNIVERSITY OF WASHINGTON GPA: 3.7

MS in Information Management, '15

UX | ML | VR | BUSINESS

UNIVERSITY OF MUMBAI GPA: 3.8

BE in Computer Science, '12

SKILLS

Python, D3, SQL, Java, JavaScript, HTML, CSS

Tableau, MATLAB, Unity, Keynote, Balsamiq

Research

Interviews

Surveys

Lab studies

User testing

Ethnography

Focus groups

Statistical analysis

Remote Testing

Design

Rapid prototyping

Wireframing

VR Environments

IDEO Method Cards

Assessment

Storyboarding

Sketching

Experimental design

WORK EXPERIENCE

Design Researcher

RATLab LLC

Oct'15 - Present

- Researching & designing productivity and health based solutions in virtual reality under [Prof. Tom Furness](#). (Unity)
- Designing research.Conducting lit. review(>300 3D UI papers), prototyping, heuristic analysis, affinity sorting, concept testing, usability . . .

Program Manager

eScience Institute | UW CSE | Capstone

Dec '14 – Jun '15

- Acquired client and developed strategy to use machine learning & data visualization; led to the discovery of [2 new phytoplankton groups](#).
- Collaborated with the stakeholders and led the team using agile methodology. (Python, R, Tableau, Photoshop)

Graduate Staff Assistant

UW-IT

Jul '14 – May '15

- Collaborated with different teams, performed UX research & created visual analytics-as-a-service for UW. (Tableau, SQL, Excel)

Data Visualization Research Intern

PitchBook Data

Jul– Nov, '14

- Initiated user-centered design approach in my department & collaborated with the UX team to inform product design.
- Performed qualitative research methods and created interactive visualizations of the venture capital arena. (D3, SQL)

Graduate Teaching Assistant

UW MHCI+D

Mar – Jun, '14

- Assisted in developing & teaching UX Research Studio course & in building the road map for the MHCI+D's Capstone event.

Software Developer Intern

MyUnfold

Jul – Sept, '13

- Developed product strategy with the executive team. Refined product using UX research methods & unit testing. (C#)

Graduate Research Assistant

PATH | UW CSE

Jun – Sept, '13

- Worked on reducing maternal & infant mortality in rural India. Published [paper](#) at ICTD Conference, 2013.
- Performed design sprints, international research, quantitative research, interviews, A/B testing, affinity sorting, prototyping.

Software Developer Intern

Bhabha Atomic Research Center (BARC)

Aug '11 – May '12

- Designed UI for BARC's Network Monitoring System. Executed the UCD process: research, ideation, prototyping, testing. (Java)

Software Engineer Intern

Larsen & Toubro Infotech

Jul – Sept, '10

- Individually designed Enterprise SNS. Created design concepts, converted them into hi-fi prototypes & implemented them.

COURSEWORK

Psychology, Human-Computer Interaction, Virtual Interfaces, International UX & Communication, Design Methods, Data Visualization, Statistics, Machine Learning, Computer Vision + CSE

UX FOCUSED PROJECTS

VR/AR

Mind Palace | SEA-VR Hackathon

VR environment to store memories. [Received](#) honorable mention. (Unreal)

Empathy

App that enables empathizing with people from different backgrounds. (Unity)

Lucid

Designing VR app that increases mental focus using concepts of Flow in VR. (Unity)

Rehab

Designing VR app for treating phobias and addiction in VR. (Unity)

Research + Design

Ethnography in Tahiti

[Field Research](#) on the impact of medical systems on the native population's identity.

AfterParty

[Designed](#) vending machine to solve post-party needs of people in Las Vegas.

SafePath | Facebook Hackathon

[Designed](#) mobile app to increase pedestrian safety at night. (JustProto, IDEO cards)

MoodLog

[Designed](#) mobile app that tracks mood of the user and provides feedback.

Data Visualization

Crisis Clinic Project

[Analyzed](#) trends in call data. Improved resource allocation for the clinic.(Tableau)

Infant Mortality in Africa

[Identified](#) factors of infant mortality via world economic data analysis. (Tableau)

Textual Analysis

[Researched](#) the nature of mentorship on fanfiction sites. (Python, Tableau, Excel)

Stock Market Swings Prediction

[Performed](#) regression, TF-IDF & sentiment analysis on Twitter data. (R, Excel)

Business

MyPS Bank

[Business plan](#) on public access to stem cell tech with a cross-functional team.

Clonoseq - Early detection of Leukemia

[Assisted](#) AdaptiveBiotechnologies to diffuse its new product in the medical market.

U-Surance

[Business plan](#) on reducing health insurance premiums based on user's activities.

Lunar Lander (Project Manager)

Elected PM. Executed UCD process to lead my team to develop the Lander model.

ACTIVITIES

Virtual World Society ('15 - Present)

Contributing towards creating the 1st world wide VR/AR society.

Head | Coordinator ('08-'14)

Organized the biggest Paper Presentation & Robotics Competitions on the campus. Secured several sponsorships & emceed cultural events with an audience of 1500+.

Volunteered @ ('08-'14)

Bone Marrow Drive, U-District Food Bank, FIUTS, Blood Donation Camps, Art of Living, Yoga Vidya Niketan, Child Rights & You.

Director of Marketing (Mar-Dec, '13)

Increased student participation by 200% at Business Information Technology Society. Conducted several events in partnership with various societies at UW.

ACHIEVEMENTS

- **Scholarships:** Kick Incubator Seattle (2014) (Best Business Plan - MyPS Bank), **MSIM Dean's Scholarship** ('13-'14) (merit based - awarded to 2 out of 80).
- **Published** paper on "Questioning Feedback: Improving Public Health Messaging" (ICTD 2013, Cape Town, South Africa).
- **Won 1st Place** in several technical paper presentation competition on the topics: Cloud Computing, Face Detection & Recognition, 3D Optical Data Storage ('09-'12).
- **Won 1st place** in several Inter College Debate competitions ('09-'12).