

# Abhigyan Kaustubh

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## EDUCATION

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UNIVERSITY OF WASHINGTON   Seattle, USA	GPA: 3.7 / 4.0
M.S. in Information Management (Concentrations: <b>ML, UX, VR</b> )	Sept '15
Technology Entrepreneurship Certificate	
Study Abroad (Field Ethnography)   Tahiti, FRENCH POLYNESIA	Jan - Mar '14

UNIVERSITY OF MUMBAI   Mumbai, INDIA	GPA: 3.8 / 4.0
B.E. in <b>Computer Science</b>	Jun '12

Courses: Design Methods, International UX, Psychology, Innovation Strategy, PM, Business Models in Global Health + CS

**Skills:** Experienced in collaborating with development, UX, design, sales, marketing and research teams for developing new products from conception to launch in various domains, including **health** and **clinical care programs**. Strong leadership and technical skills. Led teams to acquire various clients/sponsors over several projects. Proficient in inculcating user centered design approach throughout the team.

## WORK EXPERIENCE

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<b>VR Research Engineer</b>   RATLab LLC, Seattle	Oct'15 - Present
<ul style="list-style-type: none"><li>Collaborating with client to design productivity and <b>health</b> based solutions in Virtual Reality under <a href="#">Prof. Tom Furness</a>. (Unity)</li><li>Conducting exploratory research to iteratively design virtual environment and its user experience.</li></ul>	

<b>Program Manager</b>   Capstone – Exploration of Marine Biology, UW, Seattle	Dec '14 – Jun '15
<ul style="list-style-type: none"><li>Acquired client and developed strategy. Led the team through all phases of the project.</li><li><a href="#">Discovered</a> 2 types of phytoplankton groups using machine learning. (Python, R, Tableau)</li></ul>	

<b>Graduate Staff Assistant</b>   UW-IT, Seattle	Jul '14 – May '15
<ul style="list-style-type: none"><li>Collaborated with different teams and created visual analytics-as-a-service for the UW community. (Tableau, SQL, Excel)</li></ul>	

<b>Data Visualization Research Intern</b>   PitchBook Data, Seattle	Jul – Nov '14
<ul style="list-style-type: none"><li>Initiated user centered design approach in my department, &amp; collaborated with the UX team to inform the new design.</li><li>Created interactive visualizations of the venture capital and private equity arena for the PitchBook website. (D3, SQL, CSV)</li></ul>	

<b>Graduate Teaching Assistant</b>   Human Computer Interaction + Design (HCID), UW, Seattle	Mar – Jun '14
<ul style="list-style-type: none"><li>Assisted in developing &amp; teaching UX Research Studio course and in building the road map for the MHCID's capstone event.</li></ul>	

<b>Director of Marketing</b>   Business Information Technology Society (BITS), UW, Seattle	Mar – Dec '13
<ul style="list-style-type: none"><li>Collaborated with multiple departments and increased students by 200%. Redesigned events and acquired new sponsors.</li></ul>	

<b>Software Developer Engineer Intern</b>   MyUnfold, Seattle	Jul – Sept '13
<ul style="list-style-type: none"><li>Led UX research (A/B, interviews) for the product and developed strategy with the executive team. (C#, Visual Studio'12)</li></ul>	

<b>Graduate Research Assistant</b>   Digital Public Health (NSF, PATH)   UW CSE, Seattle	Jun – Sept '13
<ul style="list-style-type: none"><li><a href="#">Collaborated</a> on improving the UX of video tutorials for <b>reducing maternal &amp; infant mortality</b> in rural India.</li><li>Performed design sprints, literature review, expert interviews, contextual inquiry, A/B testing and affinity sorting.</li></ul>	

<b>Student Consultant</b>   Adaptive Biotechnologies, Seattle	Apr – Jun '13
<ul style="list-style-type: none"><li>Assisted the company to gain market traction for its product "Clonoseq" (for early <b>detection of leukemia</b>).</li><li>Designed a <a href="#">diffusion plan</a> based on legal &amp; business needs, market trends and technology landscape in the medical field.</li></ul>	

<b>Software Developer – Project Trainee</b>   Bhabha Atomic Research Center (BARC), Mumbai	Aug '11 – May '12
<ul style="list-style-type: none"><li>Developed UI for the Network Monitoring System of BARC. (Java (JUNG), PostgreSQL)</li></ul>	

## HEALTH BASED PROJECTS

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- Lucid** | Seattle Oct '15 - Present
- Designing a VR product for increasing **mental** focus and agility. (Unity)
  - Conducting exploratory research, interviews, surveys, scenario analysis, analysis of clinical studies, etc.
- Rehab** | Seattle Oct '15 - Present
- Designing a VR space for treating patients with **mental** conditions like addiction, phobias, depression and anxiety. (Unity)
- MyPS Bank – Startup Project** | UW, Seattle Apr – Jun '14
- [Defined](#) a business plan concerning public access to stem cell technology. **Won** scholarship to the Kick Incubator.
  - Collaborated with an interdisciplinary team and conducted interviews, focus groups, surveys and market analysis.
- Crisis Clinic Project** | UW, Seattle Apr – Jun '14
- [Enabled](#) executives to improve resource allocation at Crisis Clinic. Created a [dashboard](#) to monitor trends. (Tableau, MySQL)
- Development through Preservation of Ancient Traditions** | UW, Tahiti, French Polynesia (FP) Jan – Mar '14
- Conducted [ethnography](#) on the indigenous medical system of FP & its effects on the native population's cultural identity.
  - Designed research proposal. Performed literature review, interviews and focus groups among the native communities.
- U-Surance - Opportunity Analysis Project** | UW, Seattle Jan – Mar '13
- Developed a [business model](#) to reduce health insurance premiums with primary stakeholders in the Seattle area.
  - Conducted interviews, expert reviews, competitor analysis, A/B testing and analysis of various health regulations.

## OTHER PROJECTS

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- Empathy** | Seattle Jan'16 - Present
- Creating VR experiences to enhance empathy between people from different cultural and professional backgrounds.
  - Designing research and conducting interviews, design sprints, affinity sorting, heuristic analysis and secondary research.
- Mind Palace** | **SEA-VR Hackathon**, Seattle Sept '15
- Conducted design sprints and created a virtual experience to augment human memory. [Received](#) honorable mention. (UE4)
- Computer Vision for Human Actions** | UW, Seattle Apr– Jun '15
- Implemented CV algorithms to recognize natural human actions in movies. (C++, Qt, Python)
- fMRI Brain Imaging** | UW, Seattle Dec '14
- Predicted the object that a person is looking at based on their brain scans. (Python)
- AfterParty** | UW, Seattle Sept – Dec '13
- [Designed](#) a machine, its interaction methods and UI to meet post-party needs of people in Las Vegas.
- SafePath/ NightHawk** | UW and **Facebook Hackathon**, Seattle Sept '12 – Mar '13
- [Designed](#) a mobile app for increasing pedestrian safety at night. (JustProto)
  - Research methods: interviews, focus groups, surveys, persona development, prototyping, storyboarding, scenario analysis.
- MoodLog** | UW, Seattle Sept – Dec '12
- [Designed](#) a mobile app that tracks mood of the user and provides feedback. (IDEO Method cards)

## AWARDS AND ACCOMPLISHMENTS

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- MSIM Dean's Scholarship, UW (2013-14). Awarded to 2 students from a cohort of 80 on the basis of merit.
- Student Representative at the Academic Council, Information School, UW (2013-14).
- Published a paper on the topic "Questioning Feedback: Improving Public Health Messaging", in the International Conference on ICTD (Information & Communication Technologies & Development), Cape Town, South Africa (Dec '13).
- 1<sup>st</sup> Place each in presenting technical papers on Cloud Computing, Face Detection & Recognition and 3D Optical Data Storage, and 1<sup>st</sup> place in Debate at Inter College Technical Competitions, PVPPCOE (2009-12).