

# Abhigyan Kaustubh

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[My Projects](#) | [linkedin.com/in/abhigyankaustubh/](https://www.linkedin.com/in/abhigyankaustubh/)

## EDUCATION

UNIVERSITY OF WASHINGTON   Seattle, USA	GPA: 3.7 / 4.0
M.S. in Information Management (Concentrations: <b>Data Science, UX, VR</b> )   Information School	Sept '15
Technology Entrepreneurship Certificate   Foster School of Business	
Study Abroad (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: International UX, Virtual Interfaces, ML, Computer Vision, Data Visualization, Game Design, PM, Strategy + CSE	
Skills: Proficient in Python, Java and Tableau. Familiar with D3, JavaScript, R, SQL, Unreal Engine (UE 4), Unity	
Adept at various types of UX research & design methods.	
Managed interdisciplinary teams, and acquired clients and sponsors over several projects.	

## WORK EXPERIENCE

<b>Program Manager</b>   Capstone – Exploration of Marine Biology, UW, Seattle	Dec '14 – Jun '15
<ul style="list-style-type: none"><li>Established liaison with client and developed scope &amp; strategy for the project. Coordinated the team through all phases.</li><li><a href="#">Identified</a> 2 types of phytoplankton by using machine learning on Flow Cytometry data. (Python, R, Tableau)</li></ul>	
<b>Graduate Staff Assistant</b>   UW-IT, Seattle	Jul '14 – May '15
<ul style="list-style-type: none"><li>Developed prototypes and dashboards for providing visual analytics-as-a-service to the UW. (Tableau, SQL, Excel)</li></ul>	
<b>Data Visualization Research Intern</b>   PitchBook Data, Seattle	Jul – Nov '14
<ul style="list-style-type: none"><li>Created interactive visualizations of the Private Equity and VC arena. (D3, SQL, Tableau 8.2, JSON, CSV)</li></ul>	
<b>Graduate Teaching Assistant</b>   Master of Human Computer Interaction + Design, UW, Seattle	Mar – Jun '14
<ul style="list-style-type: none"><li>Assisted the faculty and the students in <b>UX research</b> methods for the User Research Studio course.</li></ul>	
<b>Director of Marketing</b>   Business Information Technology Society (BITS), UW, Seattle	Mar – Dec '13
<ul style="list-style-type: none"><li>Increased student participation by 200%. Performed market research, acquired sponsors, and redesigned events.</li></ul>	
<b>Software Developer Engineer Intern</b>   MyUnfold, Seattle	Jul – Sept '13
<ul style="list-style-type: none"><li>Collaborated in unit testing, user research (A/B, interviews) &amp; bug fixing of the product. (C# (Moq), Visual Studio 2012)</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="#">Worked</a> on improving the <b>UX</b> of video tutorials for reducing maternal &amp; infant mortality in rural India.</li></ul>	
<b>Software Developer – Project Trainee</b>   Bhabha Atomic Research Center, Mumbai	Aug '11 – May '12
<ul style="list-style-type: none"><li>Improved UI for the Network Monitoring System and deployed it. (Java (JUNG), PostgreSQL)</li></ul>	
<b>Software Developer Engineer Intern</b>   Larsen & Toubro InfoTech, Mumbai	Jul – Sept '10
<ul style="list-style-type: none"><li>Reduced delays in communication between employees via SWOT analysis and SNS implementation. (Visual Studio '10)</li></ul>	

## TECHNICAL PROJECTS

<b>Augmented Reality Project</b>   Leap Motion 3D JAM, USA	Oct '15 – Present
<ul style="list-style-type: none"><li>Designing an AR app for the Leap Motion 3D Jam. Project details undisclosed.</li></ul>	
<b>Lucid</b>   Seattle	Oct '15 - Present
<ul style="list-style-type: none"><li>Designing a VR app for increasing mental focus and agility. (UE 4)</li></ul>	

- Rehab** | Seattle Oct '15 - Present
- Designing a VR space for treating patients with conditions like addiction, phobias, depression, and anxiety. (UE 4)
- Mind Palace** | SEA-VR Hackathon, Seattle Sept '15
- Designed a virtual experience to extend and augment human memory. [Received](#) honorable mention. (UE 4, SketchUp)
- Computer Vision for Human Actions** | UW, Seattle Apr– Jun '15
- Recognized natural human actions in diverse and realistic settings.(C++, Qt, Python)
- fMRI Brain Imaging** | UW, Seattle Dec '14
- Predicted the name of an object in a simple image that a person is looking at from his brain scans. (Python)
- Textual Analysis through Visualization** | UW, Seattle Jun – Aug '14
- [Conducted](#) exploratory analysis on understanding the nature of mentorship on fan fiction sites. (Tableau, Python, CSV)
- Crisis Clinic Project – Web UX** | UW, Seattle Apr – Jun '14
- Created interactive [dashboard](#) of King County for Crisis Clinic to explore trends in call data. (Tableau, Excel, MySQL)

## DESIGN PROJECTS

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- Development through Preservation of Ancient Traditions - Ethnography** | UW, Tahiti, FP Jan – Mar '14
- Conducted [fieldwork](#) in FP on their indigenous medical system and its effects on the cultural identity of native population.
- SafePath/ NightHawk- Mobile UX** | UW and **Facebook Hackathon**, Seattle Sept '12 – Mar '13
- Built high fidelity [prototype](#) for a mobile app for increasing pedestrian safety at night by 90 %. (JustProto, HTML, CSS)
- AfterParty – Vending Machine UX** | UW, Seattle Sept – Dec '13
- [Designed](#) the machine, interaction methods and UI with my team to meet post-party needs of people in Las Vegas.
- MoodLog – Mobile UX** | UW, Seattle Sept – Dec '12
- Built a [prototype](#) for a mobile app that tracks mood of the user and provides feedback. Enhanced it by usability testing.

## BUSINESS PROJECTS

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- MyPS Bank – Startup Project** | UW, Seattle Apr – May '14
- [Formulated](#) a business concerning public access to stem cell technology. Won scholarship to the **Kick Incubator Seattle**.
- Diffusion of Clonoseq into the Clinics – Student Consultant** | Adaptive Biotechnologies, Seattle Apr – Jun '13
- Enabled the company to gain market traction for its product by designing a [diffusion plan](#) with an interdisciplinary team.
- U-Surance - Opportunity Analysis Project** | UW, Seattle Jan – Mar '13
- Co-developed a [business model](#) for a product to reduce health insurance premiums with CEOs in the health sector.
- Lunar Lander Project Simulation – Project Manager** | UW, Seattle Sept – Dec '12
- Led the team through different phases of project. Made the highest profit of 30% among the 10 bidding teams.

## AWARDS AND ACCOMPLISHMENTS

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- Honorable mention at the SEA-VR Hackathon (Sept, 2015).
- 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).
- Co-published a note 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).