

# Akriti Kaur

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<https://akritikaur.github.io/>

## UX Research

### Education

**Indian Institute of Technology,  
Guwahati, India**

Bachelor in Design, 8.62/10  
2014 - 2018

**Senior Secondary School**

Andhra State Board, 98.3%  
2012 - 2014

**Secondary School**

Delhi Public School  
CBSE, 10/10  
2012

### UX Skills

Design Research, Affinity mapping,  
Information architecture, Contextual Inquiry,  
User Interviews, Persona Creation, Ideation,  
Brainstorming, Wireframing, Storyboarding,  
Heuristic Evaluation, User Experience design,  
User interface design, Prototyping, Usability  
testing and analysis

### Coding Skills

C, HTML, CSS, Bootstrap

### Software Skills

Sketch, Adobe Photoshop (advanced),  
Adobe Illustrator(advanced), Adobe XD,  
Balsamiq Mockups, Adobe Premiere Pro,  
Unity3D, Google SketchUp

### Interpersonal skills

Highly productive in a team project  
Pro-active in taking initiative and  
managing people.  
Excellent at planning and organisation

### Co-curricular

Inter-IIT Sports Meet 2016: Participated in  
Lawn tennis Tournament of Inter-IIT 2016  
held at IIT Kanpur

Alcheringa, Marketing team: Core team  
member of IIT Guwahati's annual cult fest

### Work Experience

**UX Designer | Tesco, Bangalore | Jul'18 - Jul'19**

Responsible for UI/UX design of applications concerning to the store colleague experience. Understanding user journeys, ideation, brainstorming, conceptualisation, creating user flows, conveying these to developers and stakeholders were my major tasks. Worked on voice user interface to enable hands-free interaction while stocking the warehouse.

**Researcher | UE-HCI Lab, IIT Guwahati | Jan'17 - Apr'18**

Worked on a research project aiming to design guidelines for Virtual Reality interfaces. Performing literature research, ideation, making user flows, developing prototypes and usability testing were my major roles. Analysing the post-experiment data helped me re-iterate on the designs and later, we worked in a team to come up with gesture based interactions for a money transaction scenario in Virtual reality via leap motion technology.

**UX Intern | Samsung R&D, Bangalore | May - Jul'17**

Worked on designing a philosophy for Samsung's Tizen OS. My work included literature review, understanding competitors, conceptualising a design direction and hence create a unique selling point for Tizen OS. I conducted primary user study and later tested my designs with target users. Insights were mapped to understand potential business value.

**UI/UX Intern | Peppersquare, Bangalore | May - Jul'16**

Designed a user experience for booking car services in Bangalore (mobile app). Worked with clients and users to map their needs while designing the UX. Applied various design thinking techniques during brainstorming, and presented the final iteration to stakeholders of the organisation.

### Publications

A Comparative Study of 2D and 3D Mobile Keypad User Interaction Preferences in Virtual Reality Graphic User Interfaces ( VRST 2017, Sweden. ACM-DL Library )

A Cognitive load assessment study of Three-dimensional Interactive Virtual Reality Interfaces ( HWWE 2017, Aligarh. Springer Proceedings ). In printing.

Exploring Spatial Interactions for Number-entry and Menu Selection in Virtual Reality Environment ( ICoRD 2019, Bangalore. Springer ).

### Achievements

ACM SIGGRAPH Student Travel Grant for poster and demo presentation at VRST 2017, Sweden

Achiever of scholarship under Dr. B.R.Ambedkar Merit Recognition Scheme of VSP, India