



# Allwin Williams

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## Objective

Exploring and experimenting novel ways to express emotions through of multi-sensory interfaces and interactions

## Research Interests

Multi-sensory Interactions • Musical Interface Design • Immersive installations •  
Visualisation & Sonification • Creative Technology • Psychology • Interaction Design

## Professional Experiences

### Bigfoot.Land, Bengaluru, India

July 2024 - Present

#### Co-founder, Technology & Design

Building a new age personalized fashion platform with music, AI and other customisations

Product development, Web design and development

### Param Innovations, Bengaluru, India

Sep 2024 - Present

#### Interaction designer

Building interactive and immersive exhibitions for science experience center

Installation Design, Interactive Installations, HCI, Sound Installations

### Razorpay, Bengaluru, India

Mar 2022 - Sep 2024

#### Product designer

Building lending experiences for small businesses and start-ups in India

User research, Product management, Experience mapping, UX wireframes, Digital Prototypes, Usability testing

### Cohesity, Bengaluru, India

Aug 2021 - Feb 2022

#### UX design intern

Designing digital interfaces stakeholders involved in server hardware maintenance

Research interviews, Experience mapping, Persona mapping, UX wireframes, Documentation

### Novatr (previously Oneistox), Gurugram, India

May 2021 - Jul 2021

#### UX design consultant

Re-imagining knowledge section for Y-Combinator backed start-up

User research, Analysis, Brainstorming, Ideation, Wireframing

## **Scripbox, Bengaluru, India**

Nov 2018 - Jan 2019

### [Software development intern](#)

Improved on blogs section experience and investment calculators in mobile app

*Web-programming, Ruby on Rails, React Native JS*

## **Academic Teaching Experiences**

### **National Institute of Design, R&D Campus, Bengaluru, India**

Dec 2023 - Present

#### [Visiting faculty for M.Des. Interaction Design](#)

Conducting lectures and mentoring projects around connected devices & tangible interactions

### **Woxsen University, Hyderabad, India**

Apr 2024 - Present

#### [Visiting faculty for Undergraduate design](#)

Introductory courses on new media design and web design for student projects

## **Education**

### **National Institute of Design, R&D Campus, Bengaluru, India**

Aug 2019 - Aug 2022

#### [Masters in Design, Interaction Design](#) • CGPA: 7.76 / 10

Relevant Courses: Digital media & Visualization, Design Process, Fundamentals of Interaction Design, Research Methodology, Sound design, Design Research, Multimodal Interactions, Information Design & Visualisation, System design project, Hybrid Lab: AR/VR, Simulation/Prototyping, Tangible User Interface

### **Coimbatore institute of technology, Coimbatore, India**

Aug 2015 - Apr 2019

#### [Bachelors in Technology, Information Technology](#) • CGPA: 8.61 / 10

Relevant Courses: Software Engineering, Data Warehousing and Data Mining, Digital Signal Processing, Web Technology, Soft Computing, Artificial Intelligence, Machine Learning, Information Coding Techniques, Internet of Things

### **Bishop Heber Hr. Sec. School, Trichy, India**

Aug 2015 - Apr 2019

#### [Math & Science stream with Computer Science Major](#) • Grade: 94.4%

Relevant Courses: Computer Science, Mathematics, Science, Web Technology

## **Other Relevant Courses**

### **Modular Synthesis using Eurorack**

May 2024

#### [Himachal Institute of Music Technology, McLeod Ganj, India](#)

### **Introduction to Psychology**

Nov 2020

#### [Yale University on Coursera](#)

### **Neural Networks and Deep Learning**

Feb 2018

#### [DeepLearning.AI on Coursera](#)

## Awards, Honors & Achievements

**Talk on “Playful Interfaces for Experimental Music” in ADCx Gather 2024 (Audio Developer Conference)**

Spoke on evolution of musical interfaces and the current trends in music instrument design

**Resident at SynthFarm 2024, international residency on synth building and experimental audio**

Explored building own synth modules, experimental audio practices and AI based synthesis

**Showcased “Sentiments of Emojis” in Processing Community Day(PCD) 2021 India**

Project on real-time visualization and sonification of emojis from Twitter

**Showcased “Sounds of action” in Lines of Inquiry 2020 Annual design show at NID**

Sonic installation featured in annual project showcase at NID for academic year 2019-20

**Abhimanyu Award for achievements in extracurricular activities**

Extra ordinary performance in technical and cultural(music) activities at CIT

**Best performer award (All rounder) - Department of Information Technology, CIT**

Combined performance in co-curricular, extra-curricular, cultural and student body activities

**Secretary and Lead keyboardist, Music Club of CIT (Fifth Dimension Band)**

Organised and participated in various cultural(music) events inside and outside campus

**Founding Member and Co-ordinator, Coding Club**

Key player in forming a student club for code explorations and conducted workshops

## Tools

**Programming:** Javascript, HTML/CSS, Python, Arduino, p5.js, React Js

**Visual design:** Adobe Illustrator, Blender, Adobe Premiere Pro and Figma

**Audio design:** Logic Pro, Pure Data, VCV Rack, Modular Synthesis

**Game engine:** Unity

**Operating systems:** Windows, MacOS

## Skills

**Design skills:** Human-first approach, User research, Systems Thinking, Sensory UX, Prototyping, Simulation, Usability testing, Inclusive design, Documentation, Design Education

**Soft skills:** Creative thinking, Team working, Fast learning, Project planning, Empathy



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