

ANGEL WALIA

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EDUCATION

- **Indraprastha Institute of Information Technology Delhi(2017-21)**
B-Tech in Computer Science and Design
CGPA: 9.07
- **Delhi Public School, R.K. Puram (2015-17)**
CBSE Board Percentage: **95.8%**

EXPERTISE

UX Design, Programming, Public Speaking, Leadership, Management

TECHNOLOGIES

Java(proficient), Python(proficient), C++(prior experience), Adobe Photoshop(proficient), AdobeXD(prior experience), Arduino(intermediate), SQL (proficient)

LANGUAGES

Hindi (proficient), English (proficient), German(intermediate)

PROJECTS

- **HapTech : Exploring Haptics in Gaming For the Visually Impaired (Aug'19-Present)**
 - > Leading a team of 4 members
 - > Conducting usability studies for 11 users with National Association for Blind, Delhi
 - > Responsible for product design and interaction design - Increased average score from 9 to 15
- **Panic/Safety Button For Aging Population (Feb'19-May'19)** [Project Report]
 - > Conducted usability study for 30 participants.
 - > Reduced the chances of false alarms - implemented "long press" functionality.
 - > Wrote code to establish communication between the app and the wearable via Bluetooth.
- **SuperStore Management System (Nov'18-Dec'18)**
 - > Implemented the UI using JavaFx.
 - > Integrated database management using SQL and JDBC.
- **DAD CARES- Depression Analysis Device using Computer Aided Research to Detect Early Signs of Depression (Feb'18-April'18)** [Project Website]
 - > Project undertaken to detect early signs of depression using graphology.
 - > Designed the hardware and programmed the micro controller for the same.

PUBLICATIONS

- **"HapTech : Exploring Haptics in Gaming For the Visually Impaired", CHI April 2020**
Submission accepted into the CHI Student Game Competition Track (20.83% acceptance rate)

INTERNSHIPS

- **Goldman Sachs - Software Engineering Intern (May'20 - present)**
 - > Working on a client-server model over gRPC
- **Rockwell Automation - Software Engineering Intern (May'19-July'19)**
 - > Used Python library Tkinter to implement UI.
 - > Integrated database management using mysql-connector python library.

AWARDS AND ACHIEVEMENTS

- **CHI'20 Student Game Competition** Finalist
- **Google Women Techmakers'19** Scholarship recipient
- Placed on **Dean's List** (Innovation, Research and Development)'19
- Selected for **Microsoft Codess '19**
- **India Game Summit'18** - Game Design Hackathon : Third Position (National Level)
- **Maruti Suzuki - Technovation Challenge'18** : First Runner-up (National Level)

POSITIONS OF RESPONSIBILITY

- **Teaching Assistant** - Design Processes and Perspectives (Aug'19-Dec'19)
- Member **Women In Tech Society** - IIITD
- **Co-Lead**, TEDxIIITD'19
- **Club Coordinator**, LitSoc - Literary Society of IIITD (Aug'19-present)
- **Student mentor** for a group of **8 students** (Aug'19-present)
- Member, **Student Council**, IIITD (2018-19)
- **Event Manager**, TEDxIIITD'18

VOLUNTEER WORK

- **Teaching Volunteer - Amba Foundation (May'19-Jul'19)**
 - > Taught a class of 27 students basics of programming using Blockly
 - > Held a workshop to build mobile apps using MIT App Inventor.
- **Design and Research Volunteer- Institute for Social Democracy (Oct'18-Dec'18)**
 - > Evaluated and redesigned the institute's popular material