

# Anmol S Khandeparkar

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## EDUCATION

### U.T - AUSTIN

M.S IN INFO STUDIES - HCI AND UX

GPA: 4.0/4.0

Aug 2018 - May 2020

### NMIMS

B.TECH IN COMPUTER ENG

August 2011 - May 2015

College of Engineering

## LINKS

Github:// [anmolkhandeparkar](#)

LinkedIn:// [anmol.khandeparkar](#)

Medium:// [@anmolkhandeparkar](#)

## COURSEWORK

### GRADUATE

Human Computer Interaction

Usability

Understanding Research

### UNDERGRADUATE

Software Engineering

Data Structures and Numerical

Techniques

Design and Analysis of Algorithms

Programming - C

Intelligent Systems

## SKILLS

### PROGRAMMING

Proficient:

•Python•SQL

•R - Data Analysis •HTML5

•CSS3

### TOOLS AND CONCEPTS

Proficient:

• Microsoft Excel - Data Analysis

• Experiment Design

• Negotiation and Conflict Management

• Project Management - Trello

• Git

## EXPERIENCE

### PALINDROMEVR | FOUNDER AND LEAD PROGRAMMER

May 2016 - April 2018 | Mumbai, IN

- Built and shipped Sleepless VR - a first of its kind, First Person Shooter Virtual Reality game for the Google Cardboard and Daydream headsets
- Developed and shipped ParkRunner VR - an Infinite Runner Virtual Reality game for the Google Cardboard and Daydream Headsets
- Created and shipped 'Left and Right' - A Mobile Game for Android
- Coded and shipped 'Pluck the lock' - A Mobile Game for Android

### MU SIGMA | TRAINEE DECISION SCIENTIST

August 2015 - April 2016 | Bengaluru, IN

- Performed monthly campaign analyses for an Australian retail giant to improve supplier performance and derived actionable insights to improve supplier performance using Microsoft Excel
- Assisted the client in developing strategies for the 'Welcome Box' giveaways and designed a dashboard in Excel to measure the effect of the welcome box on customer purchasing behavior
- Devised a way for the segregation of products in Brick and Mortar Stores and Online Stores based on a product's repurchase rate
- Supported the client team to seamlessly migrate from Google Analytics to Adobe Analytics by learning Adobe Analytics in a very short timeframe

## PROJECTS

### TEXAS DEPARTMENT OF TRANSPORTATION | USER RESEARCH PROJECT

Performed background research, competitive analysis, surveys, interviews and data analysis for the, **Texas Department of Transportation**, and provided actionable insights for their newsroom project

### ALPHALEARN AR | AUGMENTED REALITY APPLICATION FOR ANDROID

Created **AlphaLearn AR** - an augmented reality application for students, to help them learn the alphabets.

### CAUSES AND EFFECTS OF STRESS AMONG GRADUATE STUDENTS AT U.T | UNDERSTANDING RESEARCH PROJECT

Followed the **scientific research process** by choosing a research area, creating hypotheses, designing experiments, gathering data through surveys and performing data analysis to validate the hypotheses to provide novel insights regarding the chosen research area

## ACHIEVEMENTS

### WINNER - HACKATHON - TEACHING AUTONOMOUS VEHICLES TO BEHAVE - 2018 | UNIVERSITY OF TEXAS AT AUSTIN

Led a team of 3 in a Product Manager role to **first place** by designing a framework and implementing an interface to teach autonomous vehicles to behave well in society, using reinforcement learning through the concept of crowd-sourced ratings.