

Portfolio

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EDUCATION

IDC, IIT Bombay

M.Des (Interaction Design)

NIT Trichy

B.Tech (Computer Science & Engg.)

DESIGN EXPERIENCE

Oracle Tech Hub, Bengaluru

User Experience Designer · AUG 2022 - PRESENT

Worked here on government and citizen facing applications which help in permitting, licensing, planning and code enforcement. Worked upon strategies to incorporate AI and future vision projects while handling some of many projects independently and uplifting young designers.

D. E. Shaw, Hyderabad

Interaction Designer · MAY 2021 - JUL 2021

My time here involved me to work upon project which involved creating roadmap planning and employee management application which would effectively reduce the errors while project estimations. The application required customisation while dealing with sensitive data.

Cerner Healthcare, Bengaluru

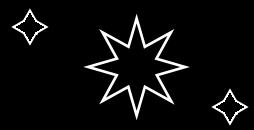
User Experience Designer · APR 2020 - AUG 2020

In here we enabled physicians to dismiss/delete the opportunities, like a proposed documentation opportunity or clinical validation notification, presented by the NLP Engine of the system. The goal was to find a path to perform the action keeping it least intrusive for the physician.

People10 Technosoft, Bengaluru

User Interface/Experience Designer · MAY 2018 - JUN 2019

I single handedly worked here, developing application for the Bomb squad to record and report details of the suspect package. I was also involved in graphic design and app design of another application. There were 3 parts in here namely collaborator app, marketing website and branding.



DEVELOPMENT EXPERIENCE

Philips Innovation Campus, Bengaluru

Software Engineer · JUN 2016 - MAY 2018

I had the opportunity to work in 2 teams over here. In my first team I worked in Health watch team where I handled creation of REST Micro-services and their APIs for onboarding experiences. In my second team I worked on front end technologies like AngularJS, HTML, CSS for creating health dashboards.

PUBLICATIONS

Exploration of inter-marker interactions in Tangible AR

Presented at VRST '22, Tsukuba, Japan · <https://doi.org/10.1145/3562939.3565642>

In this paper we explore multiple inter-marker interactions in the tangible AR space along with their use cases. We developed prototypes that demonstrate primarily five inter-marker interactions.

Grapho: Bringing line chart accessibility to the visually impaired

Presented at India HCI 2020, BITS Pilani · <https://doi.org/10.1145/3570211.3570213>

In this paper we propose Grapho, a graph visualisation physical tool that allows a visually-impaired person to perceive, create and modify a line chart.

CORE SKILLS

UX Design & Research

UI Design

Interaction Design

Web Dev

Testing & Evaluation

User Centered Design

Data Visualization

Service Design

Accessibility

SOFT SKILLS

Product Vision

Leadership

Effective Communication

Complex Problem Handling

Planned and Systematic Execution

Culturally Active

Timely Delivery

