K V KETAN

Game Designer

Bachelor in Design (Graduated in 2013)
Indian Institute of Technology Guwahati

ketan3692@gmail.com
+91 - 888 490 7682

LinkedIn
@kvketan
Portfolio

EXPERIENCE

Independent Game Designer
Working as an Indie designing and developing games by myself. Currently involved in art, design and programming of one of my concepts.
Duration: Dec 2014-Current

User Experience Designer - Clarice Technologies
Worked as an user experience designer on a variety of projects including remote tracking & telematics solutions, Business Intelligence software and CRM supplements.
Duration: Jul 2013-Jan 2015

Research Assistant - Hanyang University South Korea
Studied concentration recovery of Unmanned Aerial Vehicle (UAV) pilots. Designed and developed an experiment tool that provided visual, auditory and tactile feedback using Arduino by tracking real-time flight data received by modifying Microsoft Flight Simulator X.
Guide: Prof. (Dr.) Sangwon Lee, Department of Industrial & Management Engineering, Hanyang University
Duration: May 2012 - Jul 2012

Industrial Internship - Attano Media Pvt. Ltd.
Designed toolkit for teachers to assist them in teaching geometry using Interactive Whiteboards. Conceptualized and created games that would support the curriculum and teach students in a fun and interactive way. Currently the system is deployed in various K12 schools across India
Duration: May 2011 - Jul 2011

PROJECTS

Remote Monitoring and Telematics for Construction Equipment
Analysed raw contextual inquiry transcripts to create an information architecture. Currently working on the wireframes for each module of the system.
Client: Trimble and Caterpillar
Duration: Nov 2013 - Ongoing

CRM supplement for post-sales account farming and mining
Designed a web application for a CRM (SalesForce) supplement app that is used for post-sales account management for increasing customer engagement. Created the personas, IA and wireframes for the application before coordinating the visual design activity.
Client: DemandFarm
Duration: Sep 2013 - Feb 2014

DESIGN INTERESTS

Game Design
Playability
Gamification
Design Thinking
Communication Design
Cognitive Psychology

SKILLS

Design
Game Usability
Contextual Inquiry
Qualitative Analysis
UML
Focus Groups Moderation
QFD and HOQ Matrix
Videography/Photography

Software
Unity 3D
Microsoft Visual Studio for Windows Phone
Microsoft Expression Blend
SketchFlow
Arduino/Processing
Adobe After-Effects
Adobe InDesign
Adobe Photoshop
Adobe Illustrator
Microsoft Office
iWorks

Languages
Silverlight/XNA
XAML
C++/C# HTML/CSS/JavaScript
Action Script 3.0

OTHER INTERESTS

Tech trends
Photography
Videography
Animation
Automobiles

Development of Social Skills in Children through computer games
Using in-game motivations of computer games as microsuasion for personality development, especially shyness, for children of primary standards in Indian Cultural context.
Guide: Prof. (Dr.) Pradeep Yammiyavar
Duration: Jan 2012-Nov 2012

Multi-Modal Interfaces in Game Design - Thesis Project

Designed and developed a NUI mobile game using segmental speech-recognition. Applied a modified game development process inspired from the agile application development model. Developed a working prototype for the game
Guide: Dr. D. Udaya Kumar, IIT Guwahati
Duration: Jul 2012 - May 2013

PUBLICATIONS

A Persuasive Game for Social Development of Children in Indian Cultural Context-A Human Computer Interaction design approach
Aditya Ponnada, K V Ketan, Pradeep Yammiyavar
4th Int'l Conf. Intelligent Human Computer Interaction, 2012.

Reflections on User-centered and Technology-centered issues in a Digital Game Design Process - An approach to bridge the digital divide
K V Ketan, Aditya Ponnada, Pradeep Yammiyavar
Role of HCI in Bridging the Digital Divide in Developing Countries: 4th Int'l Conf. Intelligent Human Computer Interaction, 2012.

Generating and evaluating design attributes for service design: A case study for a product and service review portal
K V Ketan and Astha Dhawan
Design for All, vol. 8, no. 3, March. 2013.

Persuasive games and personal development - A case study on user research in progress
K V Ketan, Aditya Ponnada, Pradeep Yammiyavar
Symposium for HCI Design in Virtual Environments, UE Lab, IIT Guwahati, 2012.

OTHER POSITIONS

Placement Coordinator - Training and Placement Cell, Department of Design, Indian Institute of Technology Guwahati.

Lead Organizer - Citrix Workshop and Design Challenge, acted as a sole inter-mediator between Citrix Systems, CA & Bangalore and Department of Design, IIT Guwahati

Volunteer – IndiaHCI 2012, participated in workshops 'Developing Winning User Experience Strategies' and 'Cultural differences and their role in offshoring'