EDUCATION

AND KTH UNIVERSITY

MSc. IN ICT INNOVATION

Specialization in Human Computer Interaction and Design Expected Oct 2015 | London, UK and Stockholm, Sweden

AALTO UNIVERSITY (HELSINKI Dec 2014 - Sep 2015 | London, UK UNIVERSITY OF TECHNOLOGY)

MSc. Communication **Engineering (WITH DISTINCTION)** Jun 2015 | Espoo, Finland

SRM UNIVERSITY

B.Tech Electronics and COMMUNICATION ENGINEERING (FIRST CLASS)

Jun 2011 | Chennai, India

LINKS

Github://arindrakumardas LinkedIn://arindradas Twitter://@nomadiccreature

SKILLS

PROGRAMMING

HTML, CSS, JQUERY, BOOTSTRAP, **JAVASCRIPT**

DESIGN & PROTOTYPE

SKETCHAPP, PHOTOSHOP (GIMP) PAPER PROTOTYPING, POWERPOINT, KEYNOTE, BALSAMIQ, MARVEL, INVISIONAPP, ARDUINO

OTHERS

VISUALISATION, EXPERT EVALUATION. PARTICIPANT-BASED EVALUATION. USER-CENTRED DESIGN, INCLUSIVE DESIGN. EMOTIONAL DESIGN. PERSONAS, USER SCENARIOS, TASK FLOWS, SITE MAPS, HIERARCHICAL TASK ANALYSIS. CONTEXTUAL ANALYSIS, ANTHROPOMETRY. WORKSPACE DESIGN, SENTIMENT ANALYSIS, GROUNDED THEORY, ANALYTICAL INDUCTION, INTERVIEWS, OBSERVATIONS, FOCUS GROUP, BUSINESS PLAN, MARKET RESEARCH, COMPETITOR ANALYSIS

EXPERIENCE

DUAL DEGREE: UCL UNIVERSITY STARTUPBOOTCAMP FINTECH | ENTREPRENEUR IN RESIDENCE (PRODUCT DESIGN, UX)

July 2015 - present | London, UK

• Working as EIR with 9 Fintech startups. Providing support and advise on product design, UX, User research, User Interface and applying agile and lean startup methodologies.

MICROSOFT | User researcher Intern

• (Part of UCL's strategic industrial partnership under the supervision of Dr. Nadia Berthouze) The project aims to understand how technology can be used by carers to better respond and manage the needs of elderly people in a more efficient and effective way.

COMIC RELIEF | UX CONSULTANT

Nov 2014 - Dec 2014 | London, UK

- Contractual work to conduct website evaluation for the British charity. Comic Relief (http://www.comicrelief.com)
- Recruited, facilitated and analyzed results for A/B testing of alternative designs for the Comic Relief website
- Provided usability insights and design recommendations to the Comic Relief team

AALTO UNIVERSITY | OPEN SOURCE CONTRIBUTOR & RESEARCH **ASSISTANT & GAME DESIGNER**

May 2012 - Aug 2015 | Helsinki, Finland & Remote

- Conceptualize and built a business simulation game
- Consequently building & maintaining 4 versions
- Open source and played by over 300+ students
- Responsibility included front-end development, User research, User interface and Evaluation in a team of 2 people.

ERICSSON RESEARCH | RESEARCHER

Nov 2012 - Aug 2013 | Helsinki, Finland

- Proposed a case for enterprise collaboration with IMS, Microsoft Lync and WebRTC for arbitrary datatypes
- Prototype implementation of P2P WebRTC DataChannel in Chrome and
- Performance analysis of 6 vendor specific collaboration tools, focused on non-media files.
- Visualization of Cloud Media Server (CMS)

AWARDS

- 2015 Recipient of UCL Bright Ideas Award'15 for our venture idea
- 2014 Winner of London E-Challenge undergraduate category
- 2013 Received EIT Digital Scholarship for two years full-time study
- Awarded research grant from Ericsson Labs 2012