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Allwin Williams

Objective

Exploring ways to create magical experiences and express emotions through new media of multi-sensory interfaces and interactions

Research Interests

Multi-sensory Interactions • Visualisation & Sonification • Immersive installations • Musical Interfaces • Creative Computing • Psychology • Inclusive Design • Human-Computer Interaction

Education

National Institute of Design, R&D Campus, Bengaluru, India

Aug 2019 - Aug 2022

Masters in Design, Interaction Design • CGPA: 7.76 / 10

Relevant Courses: Digital media & Visualization, Design Process, Fundamentals of Interaction Design, Research Methodology, Open elective - Are U Listening?, Design Research, Multimodal Interactions, Information Design & Visualisation, System design project, Hybrid Lab: AR/VR, Simulation/Prototyping, Tangible User Interface

Coimbatore institute of technology, Coimbatore, India

Aug 2015 - Apr 2019

Bachelors in Technology, Information Technology • CGPA: 8.61 / 10

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Relevant Courses: Software Engineering, Data Warehousing and Data Mining, Digital Signal Processing, Web Programming, Soft Computing, Artificial Intelligence, Machine Learning, Information Coding Techniques, Internet of Things, Cryptography, Life and Literature

Bishop Heber Hr. Sec. School, Trichy, India

Aug 2015 - Apr 2019

Science stream with Computer Science Major • Grade: 94.4%

Work Experience

National Institute of Design, R&D Campus, Bengaluru, India

Dec 2023 - Present

Visiting faculty - Interaction Design

Conducting sessions and mentoring projects for tangible interaction course

Razorpay, Bengaluru, India

Mar 2022 - Present

Product designer

Building lending experiences for small businesses and start-ups in India

User research, Product management, Experience mapping, UX wireframes, Digital Prototypes, Usability testing

Cohesity, Bengaluru, India

Aug 2021 - Feb 2022

UX design intern

Designing digital interfaces stakeholders involved in server hardware maintenance

Research interviews, Experience mapping, Persona mapping, UX wireframes, Documentation

Novatr (previously Oneistox), Gurugram, India

May 2021 - Jul 2021

UX design consultant

Re-imagining knowledge section for Y-Combinator backed start-up

User research, Analysis, Brainstorming, Ideation, Wireframing

Scripbox, Bengaluru, India

Nov 2018 - Jan 2019

Software development intern

Improved on blogs section experience and investment calculators in mobile app

Web-programming, Ruby on Rails, React Native JS

DoPartTime.com, Chennai, India

Apr 2017 - May 2017

Software trainee

Advanced search with recommendations and filters based on user parameters

Mobile app development, AngularJS

Other Experiences

Secretary and Keyboardist, Music Club of CIT (Fifth Dimension Band)

Apr 2017 - Apr 2019

Organised and participated in various cultural(music) events inside and outside campus

Founding Member and Co-ordinator, Coding Club

Oct 2018 - Apr 2019

Key player in forming a student club for code explorations and conducted workshops

Technical Coordinator - Innoviz'18 Department of IT

Jul 2018 - Oct 2018

Organised technical coding events and managed volunteers for department symposium

Awards, Honors & Achievements

Showcased “Sentiments of Emojis” in Processing Community Day(PCD) 2021 India
Project on real-time visualization and sonification of emojis from Twitter

Showcased “Sounds of action” in Lines of Inquiry 2020 Annual design show at NID
Sonic installation featured in annual project showcase at NID for academic year 2019-20

Abhimanyu Award for achievements in extracurricular activities

Extra ordinary performance in technical and cultural(music) activities at CIT

Best performer award (All rounder) - Department of Information Technology, CIT

Combined performance in co-curricular, extra-curricular, cultural and student body activities

Tools

Programming: Javascript, HTML/CSS, Python, Arduino, p5.js

Visual design: Adobe Illustrator, Adobe Premiere Pro and Figma

Audio design: Logic Pro, Pure Data

Game engine: Unity

Operating systems: Windows, MacOS

Skills

Design skills: Human-first approach, User research, Systems Thinking, Sensory UX, Prototyping, Simulation, Usability testing, Inclusive design, Documentation

Soft skills: Creative thinking, Adaptive, Team working, Fast learning, Project planning, Empathy



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