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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 user experiences • Interactive Experiences • 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

**CGPA: 8.61**

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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