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Design Portfolio- https://ashutoshdesign.github.io

My interest in design began from an early age when I used to dream up bizarre inventions or figure out what made a machine tick so that I could reimagine it to make it better. When I learnt that there was indeed a whole field of study that aligned with my interests and approached it in a scientific way, I knew I had to try it. I was naturally drawn to design as a field of study. Now, I'm pursuing my Bachelor's in Design with minor in Computer Science and Engineering from Indian Institute of Technology Guwahati, India.

I search hungrily for new technologies and skills that could help me face newer and more involving challenges. People are often impressed by my level of inquisitiveness, diligence and critical thinking. These qualities have seeped into my academic and professional life which I believe are among the prime reasons why I should be selected for this position.

"I believe in creating simpler and more meaningful experiences that make people more effective."

My research interests stand testimony to my belief. My primary areas of interest are Human-Computer Interaction and User Experience Research. I'm also interested in Interaction Design for mobile, web and 3D user interfaces. I wish to experiment with novel interaction methods and advances in Human-Computer Interaction for societal innovation. Presently, I'm working on the design and development of 3D interaction techniques involving natural-object interaction and hand-gestures for number-entry interfaces in Virtual Reality using Leap Motion technology under Prof. Pradeep Yammiyavar at UE/HCI Lab, IIT Guwahati. Future work involves designing experiment and conducting evaluation studies of these prototypes in different usage scenarios.

My skills in UX Research, UI design and Usability Evaluation complemented by my programming skills make me a perfect fit for a position as a summer intern at your lab. I can design and conduct user studies using research methods like interviews, design ethnography, contextual inquiry, observation studies etc., document the findings and craft insights from it. I also have experience in A/B testing and Heuristic Evaluation of apps and web pages. Other UX skills up my sleeve include Affinity Analysis, Competitive Analysis, Customer Journey Mapping, Empathy Mapping, Information Architecture, Persona Creation, Prototyping and Wireframing.

I have hands-on experience with Sketch and Adobe Creative Suite for designing responsive, interactive and usable user interfaces. Other design tools that I use include Marvel, InVision and Balsamiq for prototyping and wireframing purposes. During my work with number-entry interfaces in virtual reality, I gained some experience using Unity3D for developing quick prototypes of 3D interfaces. I am also comfortable with HTML/CSS, JavaScript and jQuery for front-end development. I have elementary proficiency in programming languages like C, C#, Arduino IDE and Processing.

My creative design process is inspired by the formal courses I have taken like Introduction to Interaction Design, Design Analysis, Design Methods and Physical Computing. The courses I have taken for the Jan-May 2018 semester include Tangible Interfaces, Instruction Design and Media and Systems Approach to Design.

In the summer of 2018, I am looking forward to interact with world-renowned researchers and work in their esteemed peerage. I'm on the lookout for projects in HCI with thought-provoking challenges which will open up my mind to new ways of approaching problems. I hope to gain an experience that would mould my work ethic and help me understand the academic methods and professionalism that are essential in a design research based career. Moreover, this will help me learn and grow as a designer and eventually aid me in my future endeavours.

My design portfolio would provide a more detailed insight into my numerous experiences, skills and background.

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