

experience

D. E. Shaw & Co, India | Senior Interaction Designer

July 2019 - Present

- Define enterprise user experience for 9 new products, notable among them being firm's Business Intelligence tool.
- Collaborate with business and engineering team in problem definition and product conceptualization.
- Create user flows, wireframes and production quality design. Validate design and concepts through usability testing.

Max Planck Institute for Intelligent Systems, Germany | UX Research Intern

May 2019 - July 2019

- Investigated underlying values that users achieve through browsing a haptic device visualization library- Haptipedia.
- Designed and conducted longitudinal studies with 7 participants (3 interviews and 5 offline sessions with each).
- Performed qualitative analysis using grounded-theory.

University of British Columbia, Canada | UX Research Intern

May 2018 - July 2018

- Conducted in-depth interviews including protocol analysis with 10 users to evaluate Haptipedia prototype- a haptic device visualization library.
- Performed thematic analysis to draw insights on data dimensions, user tasks and usability issues of prototype.
- Designed and prototyped interactive data visualizations using Tableau and D3.js

UE/HCI Lab, IIT Guwahati | Undergraduate Researcher

December 2017 - April 2019

- Proposed a method for designing a 'gesture vocabulary' for interaction in Virtual Reality for a culturally diverse audience.
- Designed and prototyped multi-modal interactions like hand gestures, natural object interaction and headgaze with Unity 3D
- Conducted comparative user studies and surveys. Analyzed data using both quantitative and qualitative methods

1mg Technologies, India | UX Research Intern

May 2017 - July 2017

- Conducted extensive early stage user research using various ethnographic methods such as contextual inquiry, shadowing, and fly-on-the-wall observations.
- Collaborated in insight generation, journey mapping and persona development.

publications

CHI 2019; ACM

"Haptipedia: Accelerating Haptic Device Discovery to Support Interaction & Engineering Design"

ICoRD 2019; Springer

"Exploring 3D interactions for Number-entry and Menu Selection in Virtual Reality Environment"

education

IIT Guwahati

May 2019

Bachelors in Design
Minor in Computer Science
CGPA- 9.01/10

skills

Research methods

Contextual Inquiry
Ethnography
Protocol Analysis
Competitive Analysis
Affinity Diagramming
Journey Mapping
Persona Creation
Storyboarding
Thematic Analysis
Usability Testing

Design methods

Sketching
Information Architecture
User Flows
Wireframing
Visual Design
Data Visualization

Design tools

Adobe Creative Suite
Sketch
Axure
Figma
Unity 3D

Programming

C/C#
HTML/CSS
JavaScript
D3.js
React

awards

National Talent Search
Examination Scholar 2013;
qualified for scholarship
from the Govt. of India.

Runner-up in Uxplorer
2017, a national-level student
design challenge conducted
by YUJ Designs, India.