

I believe that the field of UX is a rich interplay of story and technology. However, you can't tell a vicarious story unless you empathise with the protagonist. My ability to understand people and elucidate their stories in my design is what makes me good at it. Being naturally drawn to this field of study, I joined the Indian Institute of Technology, Guwahati, India to pursue my Bachelor's in Design with focus on UX.

With a predilection for multi-modal interfaces, I joined the Usability Engineering Lab, IIT Guwahati to work with gestural interactions in Virtual Reality. I'm working on developing a 'dictionary of gestures' for a multi-cultural and multi-contextual setting like India for interaction in VR. My work involves forming research questions, conceptualising the interface, developing a prototype and conduct empirical studies and experiments.

In the summer of 2018, I worked as a UX Researcher at the University of British Columbia, Canada under Prof Karon MacLean & Dr. Hasti Seifi. I also collaborated with Prof Katherine Kuchenbecker from Max Planck Institute for Haptic Intelligence, Germany. Here, I got a good exposure to international research in the field of HCI. I could not have utilised my summer in a more productive manner. Having conducted interviews and protocol analysis (both in-person and remotely) with users from Canada, Germany, France, Switzerland and US taught me to work and communicate effectively in a cross-cultural setting.

My understanding of user research methods complemented by my programming skills make me a perfect fit for this program. I can design and conduct both generative and evaluative user studies using qualitative and quantitative research methods. I have experience conducting interviews, contextual inquiry, protocol analysis and shadowing along with controlled experiments and surveys. I also have working level proficiency in statistical and thematic analysis of data to draw actionable insights.

I have hands-on experience with MAXQDA for qualitative analysis and Sketch and Adobe Creative Suite for designing responsive, interactive and usable user interfaces. During my work in virtual reality, I gained some experience using Unity3D for developing quick prototypes of 3D interfaces. I am also comfortable with programming languages like HTML/CSS, JavaScript and C/C#.

This internship position would provide me a gateway for me to interact with highly experienced researchers and work in their esteemed peerage. My experience there would help me understand the methods and professionalism that are essential in a research-based career. Moreover, this will help me learn about the research culture in Europe.

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

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