ashutosh agrawal

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education

Bachelors in Design *(May 2019)*
Minor in Computer Science GPA: 9.10/10
Indian Institute of Technology Guwahati Department Rank: 2/49

Class 12, CBSE Board *(2015)*
Delhi Public School, Vindhayanagar Percentage: 95.8%

experience

Visiting Researcher, Haptipedia *(Jan 2019 - July 2019)*
Max Planck Institute for Intelligent Systems, Germany
Guide: Prof Katherine Kuchenbecker (Director, MPI-IS) & Dr Hasti Seifi (Post-doc, MPI-IS)

• Study how a library of haptic devices (Haptipedia) supports haptics pedagogy and device design.

• Designed and conducted longitudinal studies with 7 participants (3 interviews & 5 offline sessions each).

• Performed qualitative analysis using grounded-theory.

Bachelor's Thesis, Gestural Interactions in Virtual Realtiy *(August 2018 - April 2019)*
Department of Design, IIT Guwahati
Guide: Prof Pradeep Yammiyavar

• Studied acceptability of gestural interactions among Indian users.

• Proposed an approach for designing gestural interactions in a multi-cultural and multi-contextual setting like India.

• Designed a 'gesture vocabulary' for common software commands in Virtual Reality for a culturally-diverse audience.

UX Research Intern, Haptipedia *(May 2018 - July 2018)*
the University of British Columbia, Canada
Guide: Prof Karon MacLean (SPIN Lab, UBC) & Dr Hasti Seifi (MPI-IS, Germany)

• Conducted in-depth interviews including protocol analysis with 10 users to evaluate Haptipedia prototype.

• 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

Undergraduate Research Assistant, Virtual Reality, *(December 2017 - August 2018)*
UE/HCI Lab, IIT Guwahati
Guide: Prof Pradeep Yammiyavar

• Designed and prototyped interactions based on hand gestures, natural-object interaction and headgaze in Virtual Reality environment

• Conducted a usability evaluations to compare these interactions.

User Experience Research Intern *(May 2017 - July 2017)*
1mg Technologies, Gurgaon
Guide: Mridu Mehta

• Conducted extensive early stage user research using various ethnographic research methods like contextual interviews, shadowing, fly-on-the-wall observations etc.

• Collaborated in insight generation and persona development.

publications

"Exploring 3D interactions for Number-entry and Menu Selection in Virtual Reality Environment" *(ICoRD 2019; Springer)*

"Haptipedia: Accelerating Haptic Device Discovery to Support Interaction & Engineering Design" *(CHI 2019; ACM)*

research and design

Affinity Diagramming
Competitive Analysis
Contextual Inquiry
Data Visualization
Ethnography
Focus Groups
Heuristic Evaluation
Info. Architecture
Interviews
Persona Creation
Protocol Analysis
Rapid Prototyping
Storyboarding
Thematic Analysis
Usability Evaluation
Wireframing

design tools
Adobe Creative Suite
Sketch
Unity 3D
Balsamiq
Marvel

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

relevant coursework
Design Management and Professional Practice
System Analysis and Information Design
Environmental and Experiential Design
Intro. to Interaction Design
Systems Approach to Design
Design Methods
Physical Computing
Instructional Design and Multimedia
Tangible Interfacs

awards & co-curriculars
NTSE (National Talent Search Examination) Scholar 2013; qualified for the award of scholarship.

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

Squash: Represented institute at Inter-IIT Sports Meet 2016