

## experience

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

July 2019 - Present

- Define user experience for enterprise and trading applications, notable among them being the firm’s Business Intelligence tool.
- Collaborate with business and engineering teams to identify new product opportunities, define problems and goals, and conceptualize products.
- Create user flows, wireframes and production quality design and validate them 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 Haptipedia- a haptic device visualization library.
- Designed and conducted longitudinal studies with 7 participants (3 interviews and 5 offline sessions with each).
- Performed thematic 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 a prototype of Haptipedia - a haptic device visualization library.
- Performed thematic analysis to draw insights on data dimensions, user tasks and usability issues of the 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 culturally-relevant ‘gesture vocabulary’ for interaction in Virtual Reality.
- 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 and 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.