

education

Bachelors in Design

Minor in Computer Science

Indian Institute of Technology Guwahati

Class 12, CBSE Board

Delhi Public School, Vindhayanagar

Class 10, CBSE Board

Delhi Public School, Vindhayanagar

(May 2019)

GPA: 9.01/10

Department Rank: 2/49

(2015)

Percentage: 95.8%

(2013)

CGPA: 10/10

experience

UX Research Intern, Haptipedia the University of British Columbia, Canada

Guide: Prof Karon MacLean & Dr Hasti Seifi

(May 2018 - July 2018)

- 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, UE/HCI Lab, IIT Guwahati

(December 2017 - August 2018)

Guide: Prof Pradeep Yammiyavar

- Designed and prototyped interactions based on hand gestures, natural-object interaction and headgaze in Virtual Reality environment
- Conducted a usability evaluation to compare these interactions
- Analyzed this data using statistical and thematic analysis.

User Experience Research Intern 1mg Technologies, Gurgaon

(May 2017 - July 2017)

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.
- Conducted A/B testing for a couple of products.

other projects

“Yo-onetoon” & “Be Real, Be Ready” concept Apps

Empowering youth with sex education

Designed a “system of apps” based on comic strips and a dialogue chatbot that improves access to sexual and reproductive health informatio.

“Right Time” App

Redefining online catering in trains

Designed a time-based food delivery app for Indian train travellers with an innovative and hassle-free user experience.

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” (Paper Submitted 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

Usability Engineering*
Environmental and
Experiential Design*
Intro. to Interaction Design
Systems Approach to Design
Design Methods
Physical Computing
Instructional Design and
Multimedia
Tangible Interfaces

(* completed by Nov 2018)

awards & co-curriculars

NTSE (National Talent
Search Examination)
Scholar 2013; qualified for
the award of scholarship.

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

Squash: Represented
institute at Inter-IIT Sports
Meet 2016