

720 W 27th Street, Apt #215,
Los Angeles, CA 90007

Vaibhav Agarwal

agarwalv@usc.edu
617-513-4164

Education

- MS (Computer Science), University of Southern California, Los Angeles, CA (CGPA 3.82/4.0) Jan 12 - Dec 13
- B Tech (Computer Science), Uttarakhand Technical University, Dehradun, India Aug 06 - May 10

Skills

- *Proficient:* Usability Testing, Brainstorming, Prototyping, Wireframing, User Research, Javascript, HTML, CSS, Java
- *Familiar:* Heuristic Review, OOD, Balsamiq, AngularJS, Axure, Personas, Adobe Creative Suite, Statistical Analysis.

Relevant Courses (USC and online courses)

Specification and Design of User Interface Software, Web Technologies, Human Computer Interaction, Gamification, Design of UX, Mobile Game Design, Usability Testing of Games, Analysis of Algorithms, 3D Graphics & Rendering.

Work Experience

Teradata Aster (*User Experience Intern*), San Carlos, CA May 13 - Aug 13

- Conducted usability tests and made final usability and code enhancements along with multiple bug fixes to launch the commercial product of AsterlensV5.0. Also, designed and prototyped the interface for Apps Discovery Platform.
- *UX enrichment:* Reviewed UX to list over 50 tweaks, followed with multiple user observation experiments to qualify and prioritize; Convinced the development team to implement 15 of the most important UX boosts.
- *UX development:* Coded UX boosts and an Angularjs module showcasing custom d3js based visualization library.
- *UX design:* Identified feature requirements based on multiple sales team interviews (including 4 direct client dealers) & developed adaptation for current architecture with minimal redesign to deliver MVP within one month.

Startup Lunch Mixer (*Co-founder*), Los Angeles, CA Aug 12 - Mar 13

- Co-founded with a USC-MBA graduate, a mobile platform to enable reliable strangers (same university or workplace, etc) with common interests to find, interact and schedule lunch together.
- Conducted market study to position & monetize the app; Created storyboards, personas & prototyped UX flow.

Triple Pulse (*UX Advisor*), Los Angeles, CA Dec 12 - Jan 13

- Redesigned entire web presence and UX for the e-commerce startup to see immediate sales increase by 300%.
- Gamified product selection process; Reorganized information flow and names; Coded Pinterest like blog layout.

Infosys Limited (*Systems Engineer*), Bengaluru, INDIA Jul 10 - Dec 11

- Enhanced the User Interface for the search module of the private social network, increasing the first result hits by 40% and increasing female user hits by more than 20% after discussing and getting coloring theme modified.

Projects

Mobile Apps (*As part of graduate courses taken at USC*) Aug 12 - Dec 12

- *VAKA Media Calendar:* Simplified life for busy professionals by designing a web-app that seamlessly integrates with preferred mobile calendar app & provides a fast & efficient mechanism of event capture & media association.
- *Music Surfer:* Reduced the number of user taps & simplified the music search process for Allmusic.com via an app.
- *The Harry Potter Game:* Spearheaded 5 coder team designing game mechanics, levels & player-menu interaction.

Intranet Services Portal and Custom Apps (*Graphic Era University student group*) Jun 09 - Dec 09

- Founded & managed a student group for building & maintaining portal for enhanced student-faculty interactions.
- *Online Examination Management system "Mulyankan":* Developed and deployed the software at Graphic Era to conduct online tests which allowed 33% reduction in man-hours, and reduced plagiarism cases by almost 90%.

Honors and Accolades

- Received Google Lime Scholarship through the Lime Connect Network for the academic year 2013-2014.
- Amongst the top 16 startups at USC Maseeh Entrepreneurship Prize Competition (M.E.P.C) 2012-2013.
- Won the 5th Scalable Computing Challenge, sponsored by IEEE in May 2012.

Voluntary Work

- Led a team of 8 professionals as Project Manager on websiteweekend.la and helped hikeitup.org to follow leanUX.
- Incubated & helped ideate KhanScribe.org in effort to subtitle all KhanAcademy videos & simplify their process.
- Helped brand & launch a Japanese NGO in US.