

Avyay Ravi Kashyap

Engagement, Health & IoT
User Experience Designer
and Researcher

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EDUCATION

Indiana University Bloomington — 2022 - present

Master of Science in Human Computer Interaction Design

IDC School of Design, Indian Institute of Technology Bombay — 2015 - 2020

Dual Degree in Interaction Design | CGPA: 8.48/10

HfG Schwäbisch Gmünd, Germany — Sep 2018 - February 2019

Exchange Semester

WORK EXPERIENCE

UX Designer, Reliance Jio — August 2020 - July 2022 | 1 year 11 months

- Established a working communication channel with business, product and developer teams to plan and lead the design effort of 10+ modules of the internal employee service portal.
- Spearheaded the improvement of the end-customer experience of Jio's e-commerce platform, JioMart, through collaboration with product and business teams, user research, creation of information architectures, wireframes, and high fidelity and engaging mock-ups ending with developer hand-over.

UX Intern, Philips Innovation Campus Bengaluru — May 2018 - July 2018 | 3 months

- Conceptualized a solution to detect early signs of Conduct Disorder in children through emotion sensing technologies and IoT. The concept involved monitoring indicative vitals through unobtrusive solutions to improve the quality of care provided to the children.

PUBLICATION

Kashyap, Avyay Ravi. "Behaviors, Problems and Strategies of Visually Impaired Persons During Meal Preparation in the Indian Context: Challenges and Opportunities for Design." The 22nd International ACM SIGACCESS Conference on Computers and Accessibility. 2020.

AWARDS

2nd position, ASSETS Student Research Competition (Graduate Category)

SKILLS & INTERESTS

Skills	User research and interviews, Interactive and Physical prototyping, User Journey Mapping, Information Architecture, Wireframes, Heuristic evaluation, Qualitative and Quantitative testing methodologies
Software	Adobe CC Suite, Sketch, Figma, Principle, ProtoPie, Final Cut Pro, HTML + CSS, Arduino, Unity3D, Blender
Interests	Health-tech devices, Remote healthcare, Accessibility research, Tangible interfaces, Internet of Things, Mixed Reality, Micro-interactions, AI-human collaboration, Web3