

Avyay Ravi Kashyap

 UX Designer

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Hi there! I'm a passionate designer, excited by the opportunities provided by the widespread adoption of Internet and Communication technologies in rural communities. We have a responsibility and need to design accessible solutions and systems that enable remote health and social care. These are the areas I would love to research and hope to make a meaningful impact.

Education

IDC School of Design, IIT Bombay

2015 - 2020

Integrated Masters in Interaction Design

Exchange Semester | HfG Schwäbisch Gmünd

September 2018 - February 2019

Honours

2nd place at ASSETS 2020 SRC

October 2020

My paper "Behaviors, Problems and Strategies of Visually Impaired Persons During Meal Preparation in the Indian Context : Challenges and Opportunities for Design" was awarded second place at ASSETS 2020 Student Research Competition.

UCEED 2015

May 2015

Secured an All India Rank 11 amongst 5000+ students in the Undergraduate Common Entrance Exam for Design 2015.

Work Experience

UX Design Manager | Reliance Jio

Aug 2020 - present

- Collaborated with business, product and developer teams to plan and design multiple modules essential to an internal employee service portal, People's First.
- Working on improving the customer experience of Jio's eCommerce platform, JioMart, through collaboration with multiple stakeholders, user research, creation of information architectures, wireframes, and high fidelity mock-ups for testing.

UX Intern | Philips Innovation Campus

May- July 2018

- Worked on a concept project 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.

Design Intern | MAYA Organic

May - June 2017

- Worked with the NGO, MAYA Organic, to understand and document the process of making wooden Channapatna toys. Designed catalogues for the toys and accessories produced by MAYA, and a brochure for those visiting the factory in Channapatna.

Documentation | Manonandana Centre for Mentally Challenged Children

June 2016

- Spent a month with the teachers and children at Manonandana understanding and documenting the teaching methods used to help children with cognitive disabilities.

Positions of Responsibilities

Institute Student Mentorship Program

2017 - 2018

Internship Coordinator

2017 - 2018

Class Representative

2015 - 2017

Academic Projects

ARKLid | Graduate Thesis Project 2

January - June 2020

- Through semi-structured interviews, time-motion analysis, and process mapping, behaviours, problems faced, and strategies employed by Visually Impaired Persons during the process of roasting foods were identified.
- Conceptualised a solution in the form of an electric lid cook-top with vibro-tactile cues to mitigate problems encountered during the roasting process.

Skills & Interests

Skills

User research and interviews, Interactive and physical prototyping, Journey mapping, Information Architecture, Wireframing, Heuristic evaluation

Softwares

Adobe CC Suite, Sketch, Figma, Principle, ProtoPie, Final Cut Pro, HTML + CSS, Arduino, Unity3D, Blender

Interests

Health-tech devices, Remote healthcare, Accessibility research, Tangible/screenless interfaces, Internet of Things, Mixed Reality, Micro-interactions

Volunteering

INTERACT 2017, IndiaHCI 2016, Cumulus 2015, TypoDay 2019, Samarthanam Summer School English Instructor (2016)

POAKme | Graduate Thesis Project 1

July - November 2019

- Conducted field studies to understand the area of musculo-skeletal physical therapy.
- Worked with physiotherapists at KEM Hospital to design, prototype and test a solution to aid patients with Osteoarthritis of the Knee (OA Knee) perform physiotherapy from the comfort of their homes.

Gestural Interactions | Bachelors Thesis Project

February - June 2019

- An exploratory project on understanding gestural interactions and their potential application real world scenarios. Elucidated gestures that could be used in an office space through a mock-up video and prototyped a concept for using gestures to aid autistic children learn social gestures by controlling the narrative of a story.

Classification of physical micro-interactions | Studio Project

October - November 2017

- Studied microinteractions in the physical world and created a framework to aid in their classification. Designed an interface to help navigate through the classification and allow industrial designers to enable new experiences in their products.

GR2DC: System to improve driver behaviour | Course project

September 2017

- Through multiple semi-structured contextual enquiries, and journey mapping, a two part system consisting of a drivers dashboard display and a mobile application was conceptualised, with information flowing in from an array of sensors available on cars, presented as unobtrusive real time improvements and post-journey summaries to help improve on-road driving techniques.

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.

