

Mukil

Interaction designer

Work Experience

IIT Bombay | Drone Design Intern

Jan 2022 - Mar 2022 • Remote • Internship

- Designed a multipurpose military drone, ensuring both functionality and aesthetics.
- Created wireframes and conducted survey studies to align with aesthetic and usability goals.
- Delivered 10+ design concepts within half the tenure, exceeding project expectations.

Digital Syahi | Product Design Intern

June 2021 - Aug 2021 • Remote • Internship

- Created 3D designs and animations showcasing machine functionality and work mechanisms.
- Enhanced branding, usability, and user engagement through detailed visual representations.
- Streamlined workflows, reduced costs, and improved efficiency through strategic collaboration and user testing.
- Delivered high-quality designs that contributed to business growth and improved product experience.

Projects

MAAP | March, 2025

Guide - Prof. Jayesh Pillai

MAAP is a gesture-based 3D file manager that leverages the third dimension to make files spatial. With a wrist-mounted clipboard and hand gestures, reducing navigation time and enhancing efficiency in virtual environments.

JokifAI | November, 2024

Guide - Prof. Jayesh Pillai

AI product to generate humorous commentary on user-uploaded images, mimicking me and my friends unique humor. neva AI model analyze images and deliver info and jokes.

Evaluated Chat GPT android client | October, 2024

Guide - Prof. Vidhya Appu & Wricha Mishra

Led a design evaluation of the ChatGPT Android client, analyzing usability through user studies and feedback. Identified key UX pain points and implemented UI enhancements to improve navigation, accessibility, and overall user experience.

Portfolio

<https://mukil.vercel.app/>

Personal Projects

Kode Board

August 2024 • UX • Accessibility

- Designed a keyboard for individuals with disabilities, overcoming standard layout limitations.
- Maintained familiar ergonomics while enhancing usability and inclusivity.
- Integrated modular rotary optical encoders for precise navigation, scrolling, and personalized accessibility.

Opto-steering system

September 2024 • UX • Accessibility

Developed a modular optical encoder steering system to enhance accessibility and user experience for both specially-abled and non-disabled individuals.

Skills

Design

Storyboarding, Wire-framing, Sketching, User Flows, Heuristic Evaluation, Surveys, UI Design, Affinity mapping, Rapid Prototyping, Micro Interaction, 3D Design, 3D Animation, UX Research, Creative Problem-Solving, Tangible Interaction Design

Development

React.js, Three.js, C/C++, C#, Java, Python, Micropython, Arduino Jekyll, HTML/CSS, Raspberry Pi, SwiftUI

Tools

Adobe XD, Figma, Miro, Blender, VS Code, Unity, UE, Git & Github, Autodesk Maya, Webflow Adobe Dreamweaver, Solid Works, Midjourney (GenAI), Vizcom (GenAI),

Achievements

- **Winner** @ Eyantra Dream Lab 2021 at IITB
- **CEED** 2024 AIR 11

Position of Responsibility

Teaching Assistant

IMXD Lab under Prof. Jayesh Pillai

Immersive Media Experience Design (IMXD) Lab, IDC, IIT Bombay (ongoing)