Divyanshu Tiwari

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EDUCATION

IIT Roorkee, India

2017 - 2022

Bachelors in Architecture

CGPA: 7.2/10

PUBLICATIONS

[E.1] <u>Divyanshu Tiwari</u>. Fostering Collaboration and Empathy Through Games. Extended Abstracts of the 2020 Annual Symposium on Computer-Human Interaction in Play (CHI PLAY 20 EA).

[C.x] = Conference Paper, [E.x] = Extended Abstract

RESEARCH EXPERIENCE

Psychology Lab, IIT Roorkee

Nov 2020 - April 2021

Guide: Prof. Manish Kumar Asthana

Responsible for developing multiple interactive virtual environments on Unity and Vizard 7. These environments were used to collect behavioural and physiological data of participants by testing them on particular tasks.

Net Zed Lab, IIT Roorkee

Nov 2018 - Dec 2018

Guide: Prof. Elangovan Rajasekar

Built a prototype that automated the functioning of an AC controller. It helped in maintaining the AC at a temperature optimised for human comfort and energy efficiency.

PROFESSIONAL EXPERIENCE

Product Designer

May 2019 - July 2019

Razorpay

Worked on the design and development of an interactive section for their website that would help their customers (mainly businesses) to better understand their needs and recommend product solutions accordingly.

ACHIEVEMENTS

- 2020 Selected among the top 50 finalists nationwide out of 3400 applications in the Innovate for an Accessible India Challenge organised by NASSCOM Foundation and Microsoft India.
- 2020 Finalist in CHI PLAY 2020 Student Game Design Competition.
- 2020 Selected for MIT India Initiative, a joint workshop by MIT and Harvard on Design,
 Technology and Social Innovation. I was among the 300 participants who were chosen nationwide
 out of the received 5000 applications.
- 2020 Selected to represent IIT Roorkee in the finals of Smart India Hackathon 2020, a nationwide college level hackathon organised by the Government of India.
- 2018 National Winner of the DesTech Challenge 2018 organized by NASA India.
- 2018 Winner of Syntax Error, an intra-college hackathon organized by SDS Labs at IIT Roorkee

SELECTED PROJECTS

Coodle

February 2020 - August 2020

- Built a tangible programming environment in a team of 5 that made use of physical cardboard blocks to write programs. The project aimed to provide rural children with an accessible tool to learn programming.
- Responsible for designing the cards and the language syntax and for developing the front-end of the web application.

Flappy Rockets

May 2018 - June 2018

- Built a single-player game that made use of a miniature physical spacecraft to be used as its controller.
- To gain points you are required to dodge incoming asteroids on the screen by moving the physical spacecraft up and down.

Urban Trails

November 2018 - December 2018

Designed a digital platform where users can capture their local urban journeys through their smartphones. This can then later be analysed and shared with others to draw out meaningful insights from the captured data.

Static Site Generator

September 2018 - December 2018

Designed a web application that allows one to create simple static websites consisting of text and images. This project aimed to help our college professors to make conference websites for themselves without any external aid.

POSITION OF RESPONSIBILITY

Head of Design Innovation

July 2020 - July 2021

Information Management Group, IIT Roorkee

Information Management Group is responsible for developing applications for IIT Roorkee making life a bit easier for its people in college. Here I handled the design decisions related to various applications that are under development and mentored junior designers of the group in their projects.

Student Volunteer

CHI PLAY 2020, TEI 2021

TOOLS

Programming C++, C#, Javascript, Python, Git

Web Development HTML, CSS, Javascript, Node, Express, React.js

Creative Programming Processing, p5.js, Three.js Physical Programming Arduino, Raspberry Pi

Creative Software Unity 3D, Unreal Engine, Vizard 7, Blender Design Photoshop, Illustrator, Premier Pro, Fusion 360