

# Divyanshu Tiwari

dtiwari@ar.iitr.ac.in ◇ <https://www.divyanshu-tiwari.in>

## EDUCATION

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**Indian Institute of Technology Roorkee, India**  
*Bachelor of Architecture*

2017 - 2022  
CGPA: 7.2/10

## TOOLS

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<b>Frontend</b>	HTML, CSS, Javascript, Typescript, React, NextJS, Tailwind CSS, d3.js, p5.js
<b>Backend</b>	NodeJS, Express, Python
<b>Tools</b>	npm, Postman, Git

## PROFESSIONAL EXPERIENCE

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**Chronicle** [\[Article\]](#)  
*Full Stack Developer*

Feb 2022 - June 2023

- Developed the "Image Picker" feature, enabling users to seamlessly add stock images to slides.
- Closely collaborated with Designer to implement icon and video blocks, from conception to completion.
- Enhanced the user experience by refining the forward slash and contextual menus, essential tools for adding blocks to slides, while also assisting senior engineers in addressing critical product bugs.

**Razorpay** [\[Article\]](#) [\[Wireframes\]](#)  
*Full-Stack Designer*

May 2019 - July 2019

- Worked on the design and development of an interactive section for the company's website. It helped their customers (mainly other businesses) in understanding their needs and recommended product solutions accordingly.

## RESEARCH EXPERIENCE

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**Creativity Lab** [\[Code\]](#)  
*UC San Diego*

June 2021 - Present  
*Prof. Haijun Xia*

- Worked under the guidance of Prof. Haijun Xia on the development of a declarative JSON grammar through which one could create customized array animations to illustrate a range of data transformations on arrays.

**Memory Anxiety Research Group** [\[Article\]](#)  
*IIT Roorkee*

Nov 2020 - April 2021  
*Prof. Manish Kumar Asthana*

- Responsible for developing a number of interactive virtual environments on Unity and Vizard 7. These were used to collect behavioural data of users by testing their performance on particular tasks.
- Developed visualizations for participant's behavioural data thus collected to help my supervisor gain insights into their behaviour.

**Net Zed Lab** [\[Article\]](#) [\[Code\]](#)  
*IIT Roorkee*

Nov 2018 - Dec 2018  
*Prof. Elangovan Rajasekar*

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

## PUBLICATIONS

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- [P.1] Abhishek Rathod, Ajay N, Aman Jaiswal, Divyanshu Tiwari, Surya Prakash G. **Coodle: A Low-Cost Tangible Programming System for Kids from Low-Income Households in India.** *Presented at the 12th Indian Conference on Human-Computer Interaction (IndiaHCI '21)* [Paper]
- [E.1] Divyanshu Tiwari. **Fostering Collaboration and Empathy Through Games.** *Extended Abstracts of the 2020 Annual Symposium on Computer-Human Interaction in Play (CHI PLAY 20 EA).* [Paper]

[P.x] = Poster, [E.x] = Extended Abstract, [F.x] = Full Paper

## SELF PROJECTS

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### Coodle [Article] [Code]

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 Coodle parser, and the front-end interface of the web application.

### Flappy Rockets [Article] [Code]

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.

## ACHIEVEMENTS

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- 2021** Awarded **Professional Development and Innovation Award** for our work on **Coodle**, given to senior undergraduate students for innovative capstone engineering projects.
- 2021** Received full scholarship of \$800 to join the **Experiments in AI-Generated Media**, an online course organized by **MIT Media Lab**.
- 2021** Invited to **KU Leuven** as a **visiting scholar** at the E-Media Lab.
- 2020** National finalists in **Innovate for an Accessible India Challenge** organised by NASSCOM Foundation and Microsoft India. Selected among the top 50 finalists nationwide out of 3400 applications.
- 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** National finalists in **Smart India Hackathon 2020**, which is a nationwide college level hackathon organised by the Government of India.
- 2018** National Winner of the **DesTech Challenge 2018** organized by NASA India with a total of 200 participants.
- 2018** Winner of **Syntax Error**, an intra-college hackathon organized by SDS Labs at IIT Roorkee