

Divyanshu Tiwari

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EDUCATION

IIT Roorkee, India
Bachelors in Architecture

2017 - 2022
CGPA: 7.2/10

PUBLICATIONS

- [F.1] Sambath RD, [Divyanshu Tiwari](#), Manish Kumar Asthana. **Impact of environmental colour and instruction on wayfinding in humans.** *Submitted in the Journal of Contextual Behavioral Science for review.*
- [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

RESEARCH EXPERIENCE

Creativity Lab
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.

Psychology Lab [[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.
- This work has recently been submitted in the Journal of Contextual Behavioral Science for review.

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.

PROFESSIONAL EXPERIENCE

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.

ACHIEVEMENTS

- 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.
- 2018** Winner of **Syntax Error**, an intra-college hackathon organized by SDS Labs at IIT Roorkee

SELF PROJECTS

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.

Urban Trail [\[Article\]](#) [\[Wireframes\]](#) November 2018 - December 2018

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

Static Site Generator [\[Article\]](#) [\[Wireframes\]](#) 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.

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.

EXTRA-CURRICULAR

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.js, Express.js, React.js
Creative Programming	Processing, p5.js, Three.js, D3.js
Creative Software	Unity 3D, Vizard, Blender, Rhino, Grasshopper
Design	Photoshop, Illustrator, Premier Pro, Fusion 360, 3D Printing (Ender3)
Physical Programming	Arduino, Raspberry Pi