

# Divyanshu Tiwari

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## EDUCATION

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**Indian Institute of Technology Roorkee**

2017 - 2022

Bachelors in Architecture

Overall GPA: 7.2/10

## EXPERIENCE

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**Psychology Lab**

Nov 2020 - Present

*Research Assistant*

*Roorkee*

- 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.

**Razorpay**

May 2019 - July 2019

*Full-stack Designer*

*Bangalore*

- Worked with Razorpay 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.

**Net Zed Lab**

December 2018

*Research Assistant*

*Roorkee*

- 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.

## PUBLICATIONS

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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)

## PROJECTS

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**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.
- I was responsible for designing the cards and the language syntax as well as 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

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### Head of Design Innovation

July 2020 - July 2021

*Information Management Group*

*IIT Roorkee*

- Information Management Group is responsible for developing applications for IIT Roorkee that makes life a bit easier for people in college. Here, I am mainly responsible for handling design decisions related to various applications that are under development. Moreover, I also mentor junior designers of the group in their projects.

### Student Volunteer

November 2020

*CHI PLAY 20*

*Virtual*

### Student Volunteer

February 2021

*TEI 2021*

*Virtual*

## AWARDS AND HONOURS

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- 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

## TOOLS

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### Programming

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

### Web Development

HTML, CSS, Javascript, Node, Express, React

### Creative Programming

Processing, p5.js, Grasshopper

### Physical Programming

Arduino, Raspberry Pi

### Creative Software

Unity 3D, Unreal Engine, Vizard 7, Blender, Rhino

### Design

Photoshop, Illustrator, Premier Pro, Fusion 360