

Dinesh Bhathad

HCI Researcher | XR Developer

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EDUCATION

M.Sc in HCI, Indiana University, Indianapolis
Aug 2024 – May 2026 | Indianapolis, USA

B.Tech Information Science, 3.3GPA,
Ramaiah Institute of Technology
2018 – 2022 | Bengaluru, India

TECHNICAL SKILLS

Development: Unity, C#, Various HMDs (Head-Mounted Displays), Haptic Devices, Rapid Prototyping, AR/VR Development, XR Development, Game Design, 3D Modeling, VR Interaction Design, Physics Simulation, Spatial Audio Integration, Performance Optimization, Animation Systems, Interaction Design for Immersive Environments

UX: UX Research, User Research, Quantitative & Qualitative Data Analysis, Interaction Design, Usability Testing, Accessibility Compliance (WCAG), User-Centered Design (UCD), Heuristic Evaluation, Ethnographic Research, A/B Testing, Surveys & Interviews, Task Analysis

Misc.: Agile & Lean UX Methodologies, User Interface (UI) Design, Design Thinking, Human-Computer Interaction (HCI)

AWARDS

Second Place - University Project Expo 2022,
Ramaiah Institute of Technology

CERTIFICATES

UX & Interaction Design for XR
University of Michigan

Social and Behavioral Responsible Conduct of Research
CITI Credential ID : 64691364

Social/Behavioral Researchers
CITI Credential ID : 64691365

PROFESSIONAL EXPERIENCE

Indiana University, Luddy School of Informatics, Computing & Engineering,
Research Assistant
Sep 2024 – present

I3D Lab - Indian Institute of Science

Research Assistant

Apr 2024 – Jul 2024 | Bengaluru, India

- **Developed multimodal interactions** in virtual space flights
- **Implemented haptic gloves** like MANUS
- **Developed Hololens app** and **integrated** it with **eye tracking** for quadriplegics to control robots

Research Assistant

Aug 2022 – May 2023 | Bengaluru, India

- **Spearheaded the design and development** of virtual cockpit for **cognitive load estimation studies**.
- **Engineered a tool** to apply **common user profiles** settings across interfaces to **enhance UX** and **consistency**.
- **Demonstrated autonomy and initiative leading an entire project** under Dr. Pradipta Biswas' guidance.
- **Developed** apps for **HTC Vive Pro Eye, Leap Motion, EMOTIV EEG headset**.
- **Hands on experience** gained on **cognitive workload assessment** methods and **user-centric XR design solutions**.

Research Intern

Jan 2022 – Aug 2022 | Bangalore, India

- **Developed** the gallery section of an AR application where real paintings come to life, **worked on app optimization**.
- **Researched** different **approaches** to integrate **outdoor navigation in Unity**.
- **Implemented** Unity Addressables.

Cryenx Labs, Unity SD-1

Aug 2023 – Feb 2024 | Bangalore, India

- **Spearheaded the development** NFT hunting AR game.
- **Developed & maintained** a 3D & AR Viewer for NFTs.

Nov 2021 - Jun 2022 as Intern

- **Developed** the gallery section of an **AR application where real paintings come to life**, worked on **app optimization**.
- **Researched** different approaches to **integrate outdoor navigation in Unity**.
- **Implemented** Unity Addressables.

Instancy, XR Consultant

Oct 2022 – Dec 2022

- **Researched** different **AR/VR authoring tools**
- **Researched various tools & features** used by educational authors.

PROJECTS

VR Based Stroke Rehabilitation, Conceptualized, designed and developed VR app that digitized physiotherapy activities that was published in IEEE. 2022

Parking Availability for Cities,

Designed an app's user flow and features to help self driven commuters find parking. 2018