

## SUMMARY

I am passionate about providing pleasant experiences to users through not just effective but memorable, enjoyable and desirable user-centered designs. Seeking a full-time position to work in the field of interaction design or user experience research.

## WORK EXPERIENCE

**Human Interface Technology Lab** as Graduate Researcher  
JULY 2014 - JULY 2015 / Christchurch, NZ

- Masters Thesis on "Wearable tools for affective remote collaboration".
- Designed, prototyped and evaluated smartphone applications for the University, Tourist application for the Christchurch city and an emotion sharing application.
- Worked on projects CSense, CoSense, gloveControl and Warehouse Navigator.

**Ducere Technologies Pvt Ltd** as Design Engineer  
JUN 2012 - JUN 2013 / Hyderabad, INDIA

- Joined as employee 1, lead the team of engineers and designers working in the company.  
Engaged closely with the stakeholders, performed requirement analysis, designed hardware interaction, developed initial prototypes.
- Conducted user testing for LeChal, a haptic shoe for the visually impaired, interviewed users and modified designed based on that in order to bring user-driven innovation to the shoes.
- Later, lead a team responsible to explore more interactive applications of the existing product.

**Farasbee** as Design Engineer  
JAN - JUN 2012 / Mumbai, INDIA

- Designed hardware interaction, developed prototypes, interfacing of Diabeto with existing Glucometers.  
Developed the product and interfaced it with an android application.

Experience also includes 1 year of working as an **Independent Consultant** for companies that involve **providing assistance in developing electronic projects and company website**, during undergraduate studies.

## EDUCATION

**University of Canterbury**  
2014-2015 / Christchurch, New Zealand  
Masters of Human Interface Technology.

**Rajasthan Technical University**  
2007-2011 / Kota, India  
Bachelor of Technology in Electronics and Communication Engg.

## SKILLS

### HCI Research

Requirement Analysis, Focus Groups, User interviews, Surveys, Persona, Scenario, Usability Testing, Evaluation.

### Design

Sketching, Storyboarding, Illustrations, Flowchart, Wire-Framing, UI design, Rapid Interactive Prototyping.

### Prototyping Tools

PopApp, Proto.io, UXPin, InVision, App Inventor, Arduino, Openframework, Keynote, Makerbot 3D printing, Processing.

### Multimedia Tools

Photoshop, Illustrator, Final Cut Pro, Lightroom, Keynote.

### Programming

C / C++, Python, NodeJS, HTML, Javascript, CSS.

### Applications

Eclipse, GitHub.

## PUBLICATIONS & PATENTS

### "CoSense: Creating Shared Emotional Experiences"

Work-in-Progress CHI'15 Extended Abstracts: 33rd Annual ACM Conference on Human Factors in Computing Systems Proceedings

**"System and method for haptic based interaction" : US-Patent**  
( <http://tinyurl.com/olv5vew> )