KUNAL GUPTA

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Interaction / User Experience / Interface / Designer / HCI Researcher

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

This Design Pvt. Ltd. as Interaction Designer
DEC 2014 - JULY 2015 / Christchurch, NZ

- Investigate ideas, market analysis, User research for the products, Feasibility, Validity, Prototyping and brainstorming to identify new concept solutions.

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

- Design hardware interaction, lo-hi fidelity prototyping, 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

Human Interface Technology Lab NZ (HITLabNZ)
University of Canterbury, New Zealand
2014-2015* / Christchurch
Masters of Human Interface Technology (MHIT)*

* Thesis submitted, result awaiting.

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, Sketch 3, Openframework, Arduino, Keynote, Autodesk 123D, Makerbot 3D printing, Processing, OpenFramework.

Multimedia Tools

Photoshop, Illustrator, InDesign, Inkscape, Final Cut Pro, Lightroom, Keynote, iMovie.

Programming (Proficient/Familiar)

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

Applications (Proficient/Familiar)

Eclipse, GitHub, OpenCV, MATLAB

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)