

# http://kunalgupta.in

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# **WORK EXPERIENCE**

**Ducere Technologies Pvt Ltd** as Embedded Design Engineer (Jun 2012 - Jun 2013) Hyderabad, INDIA Joined as employee 1, researched, prototyped & worked on LeChal, a haptic shoe for the visually impaired.

Farasbee as Embedded Design Engineer (JAN - JUN 2012) Mumbai, INDIA

Responsible for Prototyping and developing Diabeto apart from working on customized Guitar AMP and T-Board.

K.K.Computronics as Independent Consultant (SEPT 2010 - SEPT 2011) Jaipur, INDIA

Responsible for development of new electronics projects for the company and marketing plans for the existing products.

K.K.Computronics as Web Developer Intern (MAR 2010 - JUN 2010) Jaipur, INDIA

Responsible for Designing and coding a basic website of the company using Drupal as per company's requirements.

# **EDUCATION**

## HITLabNZ, University of Canterbury, Christchurch

Masters of Human Interface Technology (MHIT), '14 - now

### Rajasthan Technical University, Kota

Electronics and Communication Engineering '11

### SKILLS

<b>Programming</b>
(Proficient/Familiar)

C / C++	JavaScrip <sup>1</sup>
Java	Python
SQL	HTML5
CSS3	NodeJS
R	d3

# Softwares, IDEs & Hardware Skills

(Proficient/Familiar)

Eclipse	OpenCV
Android ADT	GTK / PyQt
PCB Design	SMD Soldering
WebRTC	MATLAB

### **Design Skills**

Sketching	Affinity Diagram
Personas	Scenarios
Storyboarding	Prototyping

## **Multimedia Tools**

Photoshop	Keynote
InDesign	Inkscape
Illustrator	Final Cut Pro
Lightroom	iMovie

## **Rapid Prototyping Tools**

DonAnn	Proto.io
PopApp	
UXPin	InVision
App Inventor	Flinto
Autodesk 123D	3D printing
Arduino	Processing
OpenFramework	_

#### **User Research**

Requirement Analysis	Surveys
User interviews	Evaluation
Usability Testing	

# Research Interests

Human Computer Interaction

Affective Computing

Augmented Reality interfaces for affective wellbeing.

Sensor Network to Interface Virtual World with Real World

**Embedded Systems** 

Computer Vision

User Interface Designs

Accessibility

Intelligent interactive systems with Haptic feedbacks

Wearable Computing

Tangible Interfaces

Prototyping Innovative Ideas

Games for Children to enhance their learning experience