

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
DEC 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 (MHIT)*

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>)