

# GAURAV PARUTHI

Design Technologist - Software Engineer

www.gauravparuthi.com — gparuthi@umich.edu

## EDUCATION

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<b>Ph.D. Information Science</b> <i>University of Michigan, Ann Arbor, MI</i>	<i>2011- 2017</i>
<b>Graduate Certificate in Computational Discovery and Engineering</b>	<i>2015</i>
<b>B.E.(Honors) Electrical and Electronic Engineering</b> <i>Birla Institute of Technology and Science, Pilani, India</i>	<i>Fall 2005-2009</i>

## PROFESSIONAL EXPERIENCE

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<b>Human-Computer Interaction Researcher, University of Michigan</b> Research and Development of a computational model for human behavior, a crowdsourcing system, and IOT devices to advance the design of context-aware systems for behavior change.	<i>Fall 2011 - Winter 2017</i>
<b>Design Technologist, IDEO CoLab</b> Designed an end-to-end smart cities product involving user research and extensive prototyping.	<i>Summer 2017</i>
<b>Co-founder, Sophus Inc.</b> Led the technology and design effort to build a hyperlocal expertise sharing app.	<i>2016</i>
<b>Researcher, PARC, Palo Alto, California</b> Explored the human-centered design of an AI assistant.	<i>Summer 2015</i>
<b>Data Scientist, Telefonica Research, Madrid</b> Analyzed large scale data from Kiva to provide design implications for Microlending websites.	<i>Summer 2013</i>
<b>Researcher Engineer, Microsoft Research</b> Designed, engineered, and evaluated educational technologies for resource constrained environments.	<i>2009 - 2011</i>

## SKILLS

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**Programming Languages:** Python, Javascript, Swift, C/C++, C#, Matlab, SQL  
**Frameworks:** Lambda, RiotJS, React, Flask, Redis, MongoDB, Git  
**Machine Learning Techniques:** Tensorflow, Transfer Learning, Supervised and Unsupervised approaches, Markov Decision Processes  
**Hardware Prototyping:** Arduino, Raspberry PI, Photon, nrf51822  
**Usability and Design:** Hi-fi & Lo-fi Prototyping, Personas & Scenarios, Journey Maps, A/B test

## SELECTED PUBLICATIONS

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Paruthi et al. **Finding the Sweet Spot(s): Understanding Context to Support Physical Activity Plans** *IMWUT'18*  
Paruthi et al. **HEED: Situated and Distributed Interactive Devices for Self-Reporting** *UbiComp'17*  
Paruthi et al. **Peer-to-Peer Microlending Platforms: Characterization of Online Traits** *IEEE Big Data'16*  
Paruthi et al. **Utilizing DVD players as low cost offline Internet Browsers** *CHI'11 Top 5%*

## AWARDS AND HONORS

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<b>Top 1% IDEO CoLAB Fellowship</b>	<i>2017</i>
<b>First</b> , Exposition, School of Information, University of Michigan	<i>2013, 2016</i>
<b>First</b> , Kaggle Competition for the Course SI-721 Data Mining,	<i>2012</i>
<b>National Finalist</b> , for Google Product Prodigy,	<i>2009</i>
<b>National First Runner-Up</b> , in Microsoft's Imagine Cup, in Software Design, Out of 4000 Teams.	<i>2007</i>
<b>First</b> , Binary Pirates, India's first Capture the flag hacking contest, Quark	<i>2008</i>