Har Suyash Bahadur Sinha

Bachelor of Design, 2017-2021
IDC School of Design, IIT Bombay   UX & Product Design

Industry Experience

Intern at Center for Social Emotional Learning | June 2020

- Created a safe space for 8-10 year old children to help express emotions healthily, using principles of game design.
- Tested low fidelity prototypes, multiple times with 5+ users, and made improvements based on the feedback.
- Worked closely in a team of 4 people from different fields to complete the process from user study to proposal in 3 weeks.

Mentorship under a Google AR Designer | Apr-May 2020

- Explored interaction design in Augmented Reality with handheld devices under an experienced industry professional.
- Suggested solutions for 3 key usability problems in AR: placing large scale objects, realization text and clicking affordance.
- Developed a working Unity prototype and tested with emergent AR users selected through convenience sampling.

Key Course Projects

POUR- Assistive device to help blind users in pouring | Feb 2020

- Created a novel product with physical micro-interactions for feedback, and to assist safely pour and measure liquids.
- Evaluated concepts through AD-SWOT and time-motion analysis and reduced pour time to ~2/3 while avoiding any spilling.

PaperPotli- AR+craft experience for gender awareness | Oct 2019

- Crafted printable and easy to make templates, and mechanisms for DIY paper dolls, to express gender in a tangible way.
- Prototyped an app with AR features to animate the doll in virtual environments and help children explore gender roles.

Position of Responsibility

Creatives Manager at IITB Racing Team | May 2018 - July 2020

- Handled media and branding for the Formula Student race event at Silverstone Circuit, UK, as a part of a 25 member contingent.

Coordinator for Techfest | May- Dec 2018

- Coordinated with the web and design team to create the Techfest website and a range of content for social media promotion.

Skills and Tools

Course Projects exploring tools:

Used Unity and Arduino to design a virtual musical instrument - "VAVE", played with intuitive hand gestures.

Used HTML, CSS and D3.js to code an interactive data visualization, to show early childhood development.

Used Adobe XD to create a detailed interactive interfaces of IDC app to access department amenities.

Visualization and collaboration:

Photoshop, Inkscape, Scribus, After effects, Premiere Pro, Blender, 3DS Max, Flourish, Figma, Miro.

User study methods:

Contextual inquiry, survey, affinity mapping, card sorting, user story, journey mapping, guerrilla testing.

Other Interests

I like to explore tangible interactions, read about cognitive and emotional psychology, practice calligraphy and sketch cars and caricatures.

Check out my portfolio:

H S B

https://harsuyash.github.io/