Srishti Sethi

Résumé

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Summary

Interested in leveraging skills of software engineering, educational research and community outreach to design tools that support teaching and engaging learning experiences.

Education

2013 - 2015	**Massachusetts Institute of Technology**, *MS in Media Arts and Sciences*, US.
2007 - 2011	**Rajasthan Technical University**, *B.Tech in Computer Science*, India.

Work Experience

2013 – Present — **MIT Media Lab**, *Lifelong Kindergarten Group*, Learning Technology Designer/ Developer and prior MS Candidate.

Leading the design and development of Unhangout, a platform for running large-scale unconference-style events online. I also co-organized a variety of online seminars via Unhangout, which geared at various audiences and helped serve multiple goals. For my masters thesis, I extended the platform to support the development of long-lasting relationships. Since 2013, the platform has engaged over 13k users for compelling use cases such as, by universities offering MOOCs to incorporate collaborative aspect to their courses, by the Edcamp organization for professional development of educators, etc.

2012 – 2013 — **Embitel Technologies India Pvt Ltd**, Software Engineer.

Developed a multi GUI, designer toolkit for in-vehicle infotainment, that allows rapid development of applications supporting a variety of platforms such as navigation systems, mobile interfaces, measuring systems, multimedia devices, etc.

2011 – 2012 — **VCreate Logic Pvt Ltd**, Software Developer.

Developed a cross-platform digital cloud library software which is installed in discovery stations of US and Europe libraries. The application encourages users to browse through the digital content online and transfer it to their e-reader devices.

2011 — **Google Summer of Code 2011**, Student Contractor.

Developed an engaging UX for an open source educational software GCompris. Since 2011, kids worldwide have used this to explore a variety of interactive activities theming braille.

Mentoring Experience

2015 — **MIT Media Lab DIY Workshop**, India.

Co-mentored 40 undergraduate students in a one-week workshop to develop prototypes around the theme of "lifelong learning".

2014 — **Scratch @MIT Conference**, Cambridge.

Educated people to use an experimental scratch arduino extension to create virtual-physical world interactions.

2014 — **Blueprint, HackMIT**, Cambridge.

Educated the basics of modern front-end web technologies to high school kids.

2012 — **Google Code In**, Online.

Mentored pre-university kids to accomplish tasks related to coding, design and documentation.

Related Talks and Presentations

2015   **Edcamp at US Dept. of Education**, Washington D.C.
Lead a session "Bringing the Edcamp experience online via Unhangout".

2014   **CSCW - Designing Futures for Peer-to-Peer Learning**, Baltimore.
Presented a vision paper "Group Formation in MOOCs".

2014   **Digital Media and Learning Conference**, Boston.
Exhibited Unhangout in mozilla science fair.

2013   **Mozilla Festival**, London.
Lead a design challenge "Planning the first online unconference for women developers".

2011   **FUDCon Pune**, India.
Conducted a session "Cute hacks with PyGoocanvas".

2011   **Desktop Summit**, Germany.
Lightning talk on the GSOC project "Braille concept on GCompris".

Skillset

Software Tools Git, Heroku, Sublime, Adobe Illustrator, Adobe Photoshop, Final Cut Pro
Web Development HTML5, JQuery, Bootstrap, Node.js, Backbone.js, WebRTC