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Education ____

University of California, San Diego

La Jolla, CA, USA

M.S. IN COMPUTER SCIENCE, 3.83/4

Sept. 2016 - PRESENT

Manipal Institute of Technology, Manipal University

Manipal, India

B.E. IN COMPUTER SCIENCE AND ENGINEERING, 8.79/10

Jul. 2010 - Jun. 2014

Research Experience _____

Human Centered and Ubiquitous Computing Lab, UC San Diego

La Jolla, CA, USA

GRADUATE RESEARCHER

Apr. 2017 - PRESENT

- Employing design ethnography to help introduce an ecosystem of both physician and patient-centric (mixed reality) applications in the ICU.
- · Co-designed and evaluated HoloCPR, a mixed reality application that provides real-time resuscitation (CPR) aid for novices. Technologies Used: Unity 3D

Family Medicine and Public Health, UC San Diego

La Jolla, CA, USA

UX RESEARCHER

Nov. 2017 - PRESENT

• Designing a mobile intervention to improve patient-centered communication in primary care.

Connected and Open Research Ethics (CORE), UC San Diego

La Jolla, CA, USA

GRADUATE COLLABORATORY FELLOW

Oct. 2016 - PRESENT

- Responsible for user experience testing and research for the CORE website.
- Understanding the trends of Mobile, Imaging, Sensing, Social, and Tracking research based on IRB forum posts.
- Designing a semi-autonomous system to extract and create relevant posts from IRB resources or proposals.

Technologies Used: Python, Ruby on Rails, ¡Query, HTML, CSS, Wordpress

School of Medical Science and Technology, Indian Institute of Technology

Kharagpur (IIT-KGP), India

RESEARCH INTERN

Jun. 2013 - Jul. 2013

- Segmented Magnetic Resonance Images (MRI) to enable brain tumor detection and isolation.
- Employed rough set filtering, edge detection and unsupervised clustering.
- Successfully isolated tumor(s) in MR Images with 78% accuracy.

Technologies Used: MATLAB

Professional Experience ____

PricewaterhouseCoopers & UC San Diego

La Jolla, CA, USA

DESIGN INTERN

Jun. 2017 - Sept. 2017

- · Designed a mixed reality application to visualize and interact with population health insights that drive policy-making.
- · Consulted clients to understand their goals, created design sketches, user stories, and product prototypes, and contributed to the development and testing of the application.

Technologies Used: Unity3D, InVision

Microsoft India (R&D) Pvt. Ltd.

Hyderabad, India

SOFTWARE ENGINEER

Jul. 2014 - Jul. 2016

- Designed an interface and developed angular components for an e-commerce site for Microsoft partners.
- Created a tool to identify stressed devices on the Microsoft Corporate Network, reducing the time from 6-8 hrs to approx. 6 minutes.
- · Helped formulate business-unit level budget plan, created vendor contracts, and tracked and managed data-center projects as part of a program management stint.
- Developed an online supply chain audit management system for different assessment areas.
- Implemented an online repository for a Windows 8 application that provides project quality metrics.

Technologies Used: .NET framework (C#), SQL Server, Microsoft Azure, Windows App (C# and XAML), HTML5, CSS, AngularJS

Juniper Networks India Pvt. Ltd.

Bangalore, India

Engineering Intern

Jan. 2014 - Jun. 2014

- Designed a framework to enhance the debugging capabilities of EX-Series Platform Forwarding Engine.
- Made additions to JUNOS to pull relevant information from the Routing Engine, PFE and chipset of the switch.
- Reduced time to obtain the above-mentioned information from 30 minutes and 18 seconds to 12.7 seconds.

Technologies Used: C, Python, Unix

Teaching Experience _____

CSE 118/218 - Ubiquitous Computing, UC San Diego

La Jolla, CA, India

TEACHING ASSISTANT Sept. 2017 - Dec. 2017

- This course explores ubiquitous computing through both paper readings and a quarter-long project.
- Part of a group of three TAs responsible for grading and logistics of the class.
- Held weekly sessions where students discuss the papers and topic of the week.
- Mentored three teams through the design and development of their projects.

Interaction Design Specialization, Coursera

La Jolla, CA, India

TEACHING STAFF Sept. 2017 - Dec. 2017

- This specialization, led by Prof. Scott Klemmer of UC San Diego, teaches fundamentals for designing, implementing, and evaluating user interfaces.
- Managed the logistics and course material for the eight courses that make up the specialization.

COGS 160 - Advanced Interaction Design, UC San Diego

La Jolla, CA, India

TEACHING ASSISTANT

Apr. 2017 - Jun. 2017

- This course introduces social computing, interaction techniques and information design in a bi-weekly studio format.
- Helped conduct classes, held office hours, and was responsible for the logistics of the class.
- Created rubrics and graded weekly assignments and the final design submissions.

Honors and Responsibilities _____

FELLOWSHIPS AND AWARDS

2017	Graduate Fellow , UC San Diego Chancellor's Interdisciplinary Collaboratories	La Jolla, CA, USA
2010	First Position, C++ Kaiser, IE-CSE (Manipal) Coding Competition	Manipal, India
2010	Merit - Top 1% in Computer Science in India, All India Senior School Certificate Examination	India

LEADERSHIP POSITIONS

2013	Treasurer , AAINA Dramatics, Manipal University's official dramatics club	Manipal, India
2013	Category head, Hospitality, Revels, MIT Manipal's national cultural festival	Manipal, India
2012	Category head, Hospitality, Techtatva, MIT Manipal's national technical festival	Manipal, India
2012	Sponsorship Head, AAINA Dramatics	Manipal, India
2012	Assistant Director, AAINA Dramatics	Manipal, India

INSTITUTIONAL SERVICE

2017	MS Program Representative, Computer Science and Engineering, UC San Diego	La Jolla, CA, USA
2014	Host, Build The Shield, Microsoft's national level college hacking contest	Hyderabad, India
2011	Set Designer, AAINA Dramatics	Manipal, India
2013	Management Committee Member. Indian Society of Technical Education, Manipal Chapter	Manipal. India

COMMUNITY SERVICE

2012	Volunteer Service Organization (VSO),	Manipal, India
2008	Dubai Cares , Improving access to primary education in developing countries	Dubai, UAE