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Education

UC SAN DIEGO, Computer Science (Specialization: HCI) 2015-Winter 2017, MS (3.70/4)
IIT BOMBAY, Computer Science & Engineering 2011-2015, B.Tech. (8.44/10)

Background

- Finalist at the Startup UCSD hackathon, in a team of five - goo.gl/ukwnq1
- Ranked 13th in India in the IIT Entrance Exam (IIT-JEE), among half a million candidates
- Undergraduate research on Network Virtualization under Prof. Ashwin Gumaste
 - Co-authored paper submitted to the IEEE Comm. Magazine
- Teaching Assistant, Software Systems Lab (IIT Bombay)
- Served as grader for the Asian & International Physics Olympiads (APhO 2012, IPhO 2015)
- Volunteered to teach basic computer usage under the National Service Scheme (NSS)

Experience

Research Intern – Adobe Technology Labs (Bangalore, India) Summer 2014

Analyzed shopping carts abandonment to classify site visitors based on likelihood to buy

Also evaluated their propensity to unsubscribe from related e-commerce emails

Visualized both tendencies in conjunction to enable targeting customers in real-time

Filed two US patents ([14/614,252](#); other yet to be published) in a team of 3 under a mentor

Teaching Assistant – COGS 187A (Usability & Info. Architecture) Summer 2016

Created detailed assignment rubrics and graded students' team presentations, providing feedback on topics including logos, personas, navigation, usability, user testing, graphic layout

Skills Sets

- **UX:** User-Centered Design, Needfinding, Speed Dating (application design process), Storyboarding, (parallel) Prototyping, Heuristic Evaluation, A/B Testing
- **Coding:** C++, Python, Bash, Java, SQL, HTML, CSS, JavaScript, node.js, Git

Previous Work

- Nutravisor (Nutrition Advisor): Created a responsive web app for mobile in an end to end design project involving needfinding, storyboarding and paper prototyping.
- Making Marshmallow's Permissions Sweet Again: Defined a new, secure permission model for Android that prevents misuse of permissions while reducing user interruption.
- VOLO: Prototyped a mobile app-based travel startup idea from inception, along with a business plan and video sketch suitable for launching a crowdfunding campaign.
- FMoT (File Manager on Terminal): Designed a file manager in C++ with a terminal-based interface using the `ncurses` library with support for indexed search and regex.
- Depixelizing Pixel Art: Implemented the namesake SIGCOMM'11 paper to generate shape-preserving vector representations of *retro* video game (raster) frames in Python.

Presentations

AI: *Computational Humor*

About tackling the problem of generating/identifying humorous situations computationally

Papers on existing theories and their associated mathematical models were surveyed