TUSHAR KOCHGAVAY

User Experience Designer

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1.734.846.1380

WORK EXPERIENCE

Product Design Intern | Salesforce, San Francisco

May 2016 - Aug 2016

- Led an exploratory design project on speech recognition. Conducted 15 stakeholder interviews, 3 competitor analysis to design for 6 key user flows.
- Worked on 3 release features with the Lightning Design scrum team to improve UX of Salesforce's plugin for GMail and Outlook.

UX Designer | University of Michgan, Ann Arbor

September 2015 - Present

- Leading a team of 2 engineers and a designer to build a tangible digital display for ambient awareness. Responsible for preparing, installing & testing.
- Project on-road for poster presentation at the Learning Analytics Conference.

Design Architect | RSA+R204Design, New Delhi - Los Angeles

May 2012 - May 2015

- Worked as an Architect on over 20 building projects across all scales of physical space design. Completed & handed over 5 projects.
- Focus on interactive space design, energy efficiency, post-occupancy studies.

SELECTED PROJECTS

Voice & IoT | Salesforce | May 2016 - Aug 2016

An automated Salesforce experience that uses voice input from salespeople and IoT to log data into the system on-the-go. This reduces the pain of manual logging and increases efficiency and productivity.

ATLAS | University of Michigan | Sept 2015 - Present

A digital display that aims to increase awareness of teaching and learning activities within a department among instructors to build a sense of community and increase discussion of pedagogy. This is a work in progress.

Ubiquity Retirement | University of Michigan | Jan 2016 - Apr 2016

Conducted various user research methods for need assessment and usability evaluation of a client's website. Used findings from each method to suggest design changes for a structured and better user experience.

LightUp | University of Michigan | Sept 2015 - Dec 2015

A mobile application aiming to improve user's electricity usage habits by notifying status of appliances and providing required controls. The app also tips about efficient usage and create awareness about neighborhood usage patterns.

Q PARTICIPATION

- Winner, Interactive Museum Design at Architecture Students' Meet, 2012
- Special mention at Amazon Design Jam, University of Michigan, 2015
- Best Contextual Inquiry Report, University of Michigan, 2016
- Design Lead at University's ongoing research project, 2016

EDUCATION

University of Michigan, Ann Arbor Sept 2015 - Dec 2016

MS in Human-Computer Interaction CGPA: 3.87/4.0

Birla Institute of Technology, Mesra July 2007 - May 2012

Bachelor of Architecture CGPA: 8.4/10.0

A SKILLS

Design

Brainstorming, Design Thinking, Sketching, Information Architecture, Wireframing, Prototyping, Visual Design

User Research

User Interviews, Scenarios, Personas, Hueristics, Contextual Inquiry, Usability Testing

Design Tools

Sketch, Photoshop, Illustrator, InVision, Marvel, Proto.io, Principle, Flinto, Balsamiq, Axure, AutoCAD, 3DS Max, SketchUp, 3D Printing,

Programming

HTML, CSS, Javascript, jQuery, Python, PHP, SQLite, MySQL

OTHER COURSEWORK

Programming for Everybody

Dr. Charles Severance University of Michigan, Ann Arbor

Human-Centered Design

Prof. Scott Klemer University of California, San Diego

♥ INTERESTS

Technology, Design, Guitar, Table Tennis, Basketball & Aviation