

Malvika Bansal

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Professional Experience

Collaborative & Social Computing, IUPUI / Teaching Assistant Aug 2014- Dec 2014

Evaluated graduate student learning for core course.

Philanthropic Informatics Research Lab, IUPUI / Research Assistant Aug 2013- May 2015

Developing browser extension, web-crawler and visualization to using D3.js and JavaScript, and studying the advocacy of blogger networks.

Persistent Systems Ltd., India / Software Engineer Dec 2012- July 2013

Worked on a proprietary BI tool and created prototypes using Dojo/C++ and as part of a 15 member team.

Academics

Indiana University-Purdue University Indianapolis, USA

May 2015

M.S. - Human-Computer Interaction | GPA: 3.76

University of Pune, India

July 2013

B.E. - Computer Engineering | Class: First Class with Distinction

Core Competence

Code		Tools		Frameworks	Design Methods
HTML	C/C++	InDesign	MS Visual Studio	Android SDK	Usability Testing
CSS	C#	InVision	Eclipse	Kinect SDK	Interaction Design
JavaScript	D3	Proto.io	Balsamiq	Estimote SDK	Prototyping
JQuery	Java	Axure			Contextual Inquiry
PHP	Dojo	UXPin			Information Architecture

Projects

Prox (Capstone), designing for rapid information propagation via localized network of BLE beacons.

OLSM dice, novel universal-dice physical prototype design using Arduino (Sparkfun Redboard) kit.

Wallfie, interactive photo-wall prototype design and design process documentation.

Data Morphed Topographies, guiding touchless interactions with info-visualizations on large displays.

HomeTurf, app to simulate the experience of community notice boards within a local neighbourhood.

DressWiser, smart-mirror concept to overcome the hassles of everyday dressing decision making.

Flickr, usability and UX case study of Flickr website and Android mobile app.

EduPanion, webapp concept that aids teachers organize content, schedule classes and conduct tests.

Achievements

Recipient of IUPUI scholarship, 2013-2015.

2nd Runners up, B.E Project Competition, Impetus & Concepts 2012, PICT, India.

Completed online HCI course offered by Stanford University through Coursera.

Lead Event Coordinator of the departmental club "Association of Computer Engineers" and college technical event 'Saga'.

Recipient of Maharashtra State Board Scholarship, India, 2008.

Publications

Holes, Pits, and Valleys: Guiding Large-Display Touchless Interactions with Data-Morphed Topographies, (poster) Ubicomp 2014.

Gestuelle-A System to Recognize Dynamic Hand Gestures Using Hidden Markov Model to Control Windows Applications, IJCA-International Journal of Computer Applications, Volume 62, No. 17, Jan-2013.

Dynamic Gesture Recognition Using Hidden Markov Model in Static Background, IJCSI- International Journal of Computer Science Issues, Volume 8, Issue 6, Nov-2011.