Malvika Bansal

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Professional Experience

Freelance UX and Front-end Developer — Aug 2015 - Present
Consults as a UX practitioner and front end developer for independent small scale projects.

Philanthropic Informatics Research Lab, IUPUI / Research Assistant — Aug 2013 - May 2015
Developed browser extention, web-crawler and visualization using D3.js and JavaScript, and researched the advocacy of blogger networks.

Independent UX Study (Industry Project) — Aug 2014 - Dec 2014
Worked with Mathspace's product team and Pearson Education, to re-design the app's core screens to incorporate gamification and a growth-mindset driven approach.

Collaborative & Social Computing, IUPUI / Teaching Assistant — Aug 2014 - Dec 2014
Evaluated graduate learning for 25 students in core HCI course.

Persistent Systems Ltd., India / Software Engineer — Dec 2012 - July 2013
Worked on a prorietary BI tool and created prototypes using Dojo/C++, as part of a fifteen member team.

Education

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

Design Methods	Research Methods	Code	Tools	
Sketching, Ideation	Usability Testing	HTML/CSS	Axure	Bootstrap
Personas, Storyboarding	Contextual Inquiry	JavaScript	InVision	Photoshop
Wireframing, Prototyping	Heuristic Evaluation	JQuery	Proto.io	Android SDK
Affinity Diagrams	Cognitive Walkthrough	D3.js	InDesign	Estimote SDK
Information Architecture	Content Analysis	C/C++, C#	Balsamiq	MS Visual Studio

Projects

Prox (Capstone), product prototype for rapid information propogation via localized network of BLE beacons.
Flickr, usability and User Experience case study of the Flickr website and Android mobile app.
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.
OLSM dice, novel universal-dice physical prototype design using Arduino (Sparkfun Redboard) kit.
Wallfie, prototype for an interactive photo-wall experience in public recreational environments.

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.
Recipient of Maharahstra 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.