Malvika Bansal

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Professional Experience

Lextant - User Experience Design Associate   Jul' 16 - Present
Designing, developing and testing product concepts, automotive UI and high fidelity interactive prototypes for clients to deliver an intuitive user experience.

Philanthropic Informatics Research, IUPUI - Research Assistant   Aug' 13- May' 15
Developed browser extention, web-crawler and interactive visualization using D3.js and JavaScript, and researched the advocacy of philanthropic blogger networks.

Independent (Industry) UX Project   Aug' 14 - Dec' 14
Worked with Mathspace's core team and Pearson Education, to re-design the app's screens to incorporate gamification and a growth-mindset driven approach.

Collaborative & Social Computing, IUPUI - Teaching Assistant   Aug' 14 - Dec' 14
Evaluated student learning for core HCI graduate course taught by Dr. Amy Voida.

Persistent Systems Ltd., India - Software Engineer   Dec' 12 - July' 13
Worked on a prorietary (IBM) BI tool and created prototypes using Dojo/C++.

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

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	Sketch, Android SDK
Affinity Diagrams	Cognitive Walkthrough	D3.js	InDesign, Estimotes SDK
Information Architecture	Content Analysis	C, C++, C#	Balsamiq, Atom

Academic HCI Projects

Prox (Capstone), designing for rapid information propogation via localized network of BLE beacons.
Flickr, usability and UX case study of Flickr website and Android mobile app.
DataMorphedTopographies guiding touchless interactions with info-visualizations on large displays.
HomeTurf, app to simulate the experience of community noticeboards 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, interactive photo-wall prototype design and design process documentation.

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 Maharashtra State Board Scholarship, India, 2008.

Research 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.