Malvika Bansal

LinkedIn: https://www.linkedin.com/in/malvikabansal

Portfolio: malvikabansal.github.io
Email: malvikabansal10@gmail.com
Cell: +1 (317)-701-7963

Professional Experience

Lextant - User Experience Design & Research   Jul' 16 - Present
Designing, developing and testing product concepts, infotainment interfaces and high fidelity prototypes for retail, healthcare, financial and automotive clients.

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 proprietary (IBM) BI tool and created prototypes using Dojo/C++. Also, designed front-end UI for multiple internal projects.

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	Generative Research	HTML	Sketch, Axure, Proto.io
Personas, Storyboarding	Evaluative Research	CSS	UXPin, InVision, Balsamiq
Wireframing, Prototyping	Qual vs Quant Analysis	JavaScript	Bootstrap, Atom IDE
Affinity Diagrams	Heuristic Evaluation	JQuery	Photoshop, InDesign
Information Architecture	Card Sorting	D3.js	Android SDK

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.