

TANVEER SINGH MAHENDRA

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📍 Konstanz, Germany

EDUCATION

M.Sc. in Computer and Information Science
(Specialization in Human-Computer Interaction)

University of Konstanz

📅 Expected Graduation Mar 2021 📍 Konstanz, Germany

B.Eng. in Information Technology

Pune University

📅 Graduated May 2015 📍 Pune, India

EXPERIENCE

User Experience Design Intern | Formigas GmbH

Product Design & Innovation

📅 Jan 2020 – Mar 2021 📍 Konstanz, Germany

- Redesigning the brand identity and playing experience of the CleverLotto website.
- Built a coherent design system for 9 cross-platform applications of an international industrial corporation.

Research Assistant | University of Konstanz

Human-Computer Interaction(HCI) & Behavioral Sciences

📅 Jul 2018 - Dec 2019 📍 Konstanz, Germany

- Performed quantitative analysis of the study data for self-directed training of patient transfer movements.
- Developed a virtual reality experiment for behavioral research study based on crowd simulation.

UX Design Consultant | Full-time Freelancer

Design & Development

📅 Jun 2016 - Jun 2017 📍 Pune, India

- Conducted design sprints and provided consultation to firms throughout the UX design life-cycle.
- Designed interfaces & experiences for IoT-based applications.

Creative Technologist | TouchMagix Pvt. Ltd.

Design & Development

📅 Jun 2015 - May 2016 📍 Pune, India

- As the only designer, took the responsibility from strategy to design of MagiBox, a plug&play gesture based interactive system for walls and floors.
- The system enables corporate and brand engagement using games and interactive effects which can turn around how customers perceive a particular brand.

R&D Intern | TouchMagix Pvt. Ltd.

Research & Development

📅 Jul 2014 - Apr 2015 📍 Pune, India

- Created a real-time image processing system that categorizes an individual's clothing from a video feed.
- Developed pattern recognition engine by training cascading classifiers using HAAR based model. The pattern recognition provided a 5% more accuracy than the pretrained models.

SKILLS

User Experience Design

- Product Design, User Research, User Journeys, Information Architecture, Wireframing, Storyboarding, Interaction Design, Rapid Prototyping, Heuristic Evaluation, Usability Testing, Qualitative Analysis.

Tools and Technologies

- Sketch, Figma, Invision Studio, Adobe Illustrator, Zeplin, Flinto, Unity3D.
- C#, HTML, CSS, Javascript.

COURSEWORK

- INF-10025 Usability Engineering: Evaluation
- INF-10960 Usability Engineering: Design
- INF-13640 Experiments in HCI
- INF-14130 Agile UX Design
- INF-13720 Blended Interaction
- INF-13530 Interaction in Mixed Reality Spaces
- INF-20410 Virtual and Augmented Reality
- INF-21430 Virtual Reality for Research
- INF-21200 Physical Computing

PROJECTS

Virtual Reality training system for geriatric nurses

- Researched, designed and implemented a multimodal feedback system for training of kinaesthetics-based patient transfers in virtual reality.
- C#, SteamVR, Unity3D, Valve Index HMD, HTC Vive trackers, Sketch.

Immersive training in Augmented Reality

- Designed and implemented an interactive prototype for assistance during the maintenance of ship engines - in collaboration with Winterthur Gas & Diesel Ltd.
- C#, SteamVR, Unity3D, Vuforia, Meta2, Adobe Illustrator.

MUK - Mensa Uni-Konstanz

- Designed a concept ecosystem for enhancing the canteen experience at the University of Konstanz.
- Adobe XD, Invision Studio.

MAGSI - Motivating Activity through Group goal Setting Interface

- Designed and implemented a tangible user interface that motivates family members to live a healthy lifestyle.
- HTML, CSS, Javascript, Python, 3D printing, Sketch.