Neel Kadia

Imagineer, Designer and Developer

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Work Experience

Adobe / Design Imagineer @ Adobe Design Lab
MAY 2017 – PRESENT, NOIDA, INDIA

I bring ideas to life by rapidly iterating through hypothesis, design, prototyping, and validation with a goal of bringing new experiences to users. I partner with product teams to transfer ideas into features within an existing product or as a new product. Another significant outcome of my efforts is to file for patents, paper submissions, and presentations at relevant conferences.

Current project involves leveraging and integrating machine learning into Adobe CC products with newer interaction paradigm for generation Z in new mediums. I do speculative projects which questions on future creative and AI enable creativity with machine and human collaboration.

Universal Softwares / Software Engineer @ Archonix LLC
JAN 2014 – May 2015, AHMEDABAD, INDIA

Responsible for designing & developing Android apps and integrating them with hardware products to build ecosystem. Designed and developed Android app of Jail Management System for Los Angeles Police Department (LAPD) and Healthcare Management System for California Forensic Management Group (CFMG) as a contractor in India.

Freelace / Designer, Developer & Consultant
JAN 2014 – PRESENT, NOIDA, INDIA

Made 40+ business online and mobile by making an Android apps in urban as well as rural area of Gujarat, India. I have worked with NGOs, farmers and business leaders to push Android app ecosystem in their respect business with hardware and software solutions single handed.

Made a technology start-up and non-profit organization TheTwoN, focuses only on making mobile apps and hardware products that has aim to change people's life and spreading smiles.

Social Work

Teaching / Programming
JUL 2009 – PRESENT, INDIA

I teach programming to kids/teens at various NGOs. I work for my community to make apps and products which can make their life easy and keep them together as community.

Education

NID / M.Des in New Media Design
MAY 2015 – DEC 2018, AHMEDABAD, INDIA

Initiated and contributed to several experimental projects involving tangible interaction, natural user interface, hardware design-development, AI enabled workflows. Worked on the intersection of art, craft, science, technology and design to form speculative projects in heathcare, advertisments and dating.

While forming a process of exploring and critically examining the relationship between technology and culture; gaining competency in judging the appropriate application of technology; developing insights leading to the invention of new technology.

GTU / B.Tech in Computer Science
MAY 2009 – DEC 2013, AHMEDABAD, INDIA

Learnt programming and started a non-profit start-up making apps for public. Made and published 5 apps which crossed 10K+ download. Started Android App Development club at the university.

Skills

Design : Illustrations, UI Graphics. Userflows, Wireframes and mockups in low-to-high fidelity design, from Balsamiq mockups to Sketch, Illustrator, XD. Motion Design with After Effects and Principals. Style Guides. Unity, Dimention CC, AutoCad for designing interaction.

Programming : Applied Machine Learning with Tensorflow, Keras, PyTorch, Caffe n other platforms. Experienced in C++, Java, Python, Javascript, Node.js inclduing SDLC of Android Apps. Comfortable with HTML, CSS, PHP, Matlab, OpenGL, Jquery, MongoDb and MySQL. Processing, Arduino, Particle programming. Fritzing and Eagle for Circuit makers.

Design Research : Ethnographic Study, Design reviews, A/B Testing, Usability Testing, User Interviews, Framming hypothesis, Persona study, Journey Mapping, Task Analysis, Articulation and presentation of research insights.

Patents

Applied Patents / Adobe

2017 – 2018

• Assisted typeface selection – Font exploration using feature vector and tag embedding with blob based and voice based Interfaces
• Tutorial Suggestion based on graphic styles detection, style summarization and recommendation with style similarity.
• Text Fit – Placing text on Image by contextually understanding Image.
• WhichOne? – Understanding user intent and suggesting Adobe Software.

Publication

Internal Blog / Adobe Design

2017 – 2018

• Machine Assisted Creativity – Set of intelligent tools and techniques to foster individuals creativity by Machine Assistance with design sense.

Awards & Recognition

Awards / Mobile Application Development

2009 – 2018

• SCLApp won 1st prize In APPSTER-2, Android app making competition in MSU (MS University, Baroda) FootPrints X4.
• RickFare won 1st prize In APPSTER, Android app making competition in MSU (MS University, Baroda) FootPrints X3.
• Won 1st prize in Ad-making competition of L.D. College of engineering in Techfest.

Recognition

2009 – 2018

• Machine Assisted Creativity projected will be showcased at Adobe Tech-summit 2019 in San Jose, CA in front of 20,000+ developers from all around the world.
• Hariyali Mulya SEWA project stood first in place to get implemented among other 15+ participant all around the world in Self-Employed Women Association.
• RickFare was noticed by daily newspaper Divyabhaskar (CityBhaskar) and listed in unique invention column on 6/2/2013.
• RickFare was noticed by local news channel GS TV(Gujarat Samachar TV) and a story was telecast in January 2013.
• RickFare is marked as 'most useful app for Amdavadi people' by a city guide website aapnuahmedabad.com in Dec 2012.
• RickFare is listed in top 10 useful app of July' 12 by i-apk.in.