

Neeraj Talukdar

EDUCATION

Carnegie Mellon University Aug 16 - Aug 17 Masters in Human Computer Interaction (3.97)

Interaction Design, User Centered Research Evaluation, Applied Machine Learning, Gadgets Sensors and Activity Recognition in HCI, Programming Usable Interfaces, Data Visualization

IIT Guwahati Jul 11 - Jun 15 Bachelors in Design (8.73/10)

Usability Engineering, Interaction Design, Graphic Design, Modeling and Simulation Techniques, Design Management, Design Analysis, Tangible User Interfaces, Physical Computing

CONTACT

www.neerajtalukdar.com
ntalukdar20@gmail.com
412-294-7692

INTERESTS

Augmented Reality
Data Visualization
HCI in Health
Machine Learning
Tangible Interfaces

SKILLS

Design

Affinity Diagramming
Contextual Inquiry
Data Visualization
Information Architecture
Heuristic Evaluation
Rapid Prototyping
Usability Evaluation
User Research
Visual Design
Wireframing

Tools

Adobe Illustrator
Adobe After Effects
Framer.js
InVision
Sketch
Principle
Zeplin

Programming

Arduino
CSS
HTML
JavaScript
Processing
Python

CERTIFICATIONS

Deep Learning and Neural Networks, Coursera
Dec 2017
<https://bit.ly/2Ed8wE8>

Machine Learning, A Case Study Approach, Coursera
Nov 2015
<https://bit.ly/2pZpwZt>

EXPERIENCE

UX Designer II, Cisco Sep 17 - present

Designing experiences for Cisco's Customer Contact Cloud solutions involving integrations with conversational bots. Working with cross-continent agile teams, product managers and architects and involved in end-to-end delivery process from conceptualization, to high fidelity mockups.

User Research Lead, Eaton Jan 17 - Aug 17

Research lead for the capstone project at CMU with Eaton. Led contextual inquiry sessions, interviews and usability testing sessions. Worked as a team to conceptualize and prototype solutions for Field Service Engineers and Electricians in the domain of Augmented Reality and Conversational Interfaces.

UX Designer, SMASH Labs, CMU Sep 16 - Dec 16

Worked with researchers from University of Washington and Prof. Mayank Goel (CMU) in designing SpiroSmart, an app which uses the phone's microphone to act as a Spirometer to measure lung functions.

Data Visualization Designer, CMU Sep 16 - Dec 16

Worked in the Social Computing Lab on the Web 2020 project which aims at creating a visualization for showcasing the research landscape in the university. Responsible for creating low-fidelity prototypes, user testing and building working prototypes using D3.js

UX Designer I, Cisco Aug 15 - Jul 16

Worked on designing enterprise applications for Cisco's SSO Business Unit under the Smart Service Portfolio focused on network management solutions. Also worked as a designer in the Thingqbator Lab, an Innovation Lab within Cisco focused on IoT projects.

Research Intern, PLAiT Lab May 14 - Jul 15

Developed an interactive visualization tool to help researchers in the investigation of game play strategies and decision making for a game called Wuzzit Trouble using D3.js.