

SUMMARY	<i>Software Artist • Design Thinker • Visual Empath • Technology Enthusiast • Poet</i>	
EDUCATION	The University of Texas at Austin	Austin, TX
	<i>Master of Science, Information Studies</i>	August 2016 – May 2018
	Savitribai Phule Pune University	Pune, India
	<i>Bachelor of Engineering, Computer Engineering with Distinction</i>	August 2012 – May 2016
EXPERIENCE	International Student and Scholar Services, UT Austin	
	<i>International Voices Blogger</i>	September 2016 – May 2018
	Ishnatek Systems and Services Pvt Ltd	
	<i>PetScroll, Application Design Intern</i>	May 2016 – June 2016
	<ul style="list-style-type: none">• Created application prototypes employing usability standards for intuitive interaction design to help users manage their pets' health records, immunization, milestones, calendar and memories using their feature phones.	
	<i>Aarogyan, Android Application Developer</i>	July 2015 – May 2016
	<ul style="list-style-type: none">• Performed User Research via surveys, in person-interviews and focus groups.• Designed smartphone application to capture and manage health data such as records, prescriptions, doctor visits, medication and lifestyle activities.• Performed visualization of vital parameter data, risk analysis , record management and simplified data capture using photos and QR codes.	
PAST PROJECTS	Textual Entailment: Comparative analysis of deep learning models	
	<ul style="list-style-type: none">• Performed a comparative analysis of deep learning models like RNN, LSTM and MLP for classifying whether the given two sentences are similar in meaning (entailment), in contradiction to each other or neutral using Python Keras and TensorFlow libraries with Scikit-learn.	
	Designing a usability study for Atlas Wearables	
	<ul style="list-style-type: none">• Designed a usability study for capturing quality of user experience with the Atlas device ecosystem for wearable, web app and mobile app.• Used insights gained from in-person interviews and survey results to suggest technical enhancements.	
	Optical Music Recognition system: Design feasibility study	
	<ul style="list-style-type: none">• Studied the feasibility of a sheet music recognition system as a mobile application to automatically recognize and perform a musical score on a simulated piano thereby allowing users to archive, playback & analyze music easily and efficiently.• Comparative study of various image processing, recognition and classification algorithms.	
ONGOING PROJECTS	Natural Language Processing for intelligent interface design	
	<ul style="list-style-type: none">• Studying the field of NLP as it relates to human-computer interaction.• Literature review focuses on its history, interactive application areas, design opportunities, computational and ethical issues• Explore the development of natural language widgets and their integration into multi-modal user interfaces.	
	Glee.me: A smartphone application to study the science of happiness	
	<ul style="list-style-type: none">• Application design involves using experience sampling for subjective well-being assessment• Analyzing wellbeing score with ambient data captured using smartphone for trend analysis and visualization of user's happiness levels• Study design principles for non-judgemental design for self-reflection tools	
SKILLS	<ul style="list-style-type: none">• Advanced: C/C++, Java, Android Studio IDE, SQL• Intermediate: HTML5, JavaScript, Python, Xcode IDE• Beginner: QT, Matlab, Axure, Sketch• Extracurriculars: Blogging, Poetry, Creative Writing, Piano, Quilling	