

ONKAR BORGAONKAR

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🌐 onkarborg.github.io/portfolio/

> Work Experience

- **UX Design Intern** Hamduchi Interactives Ltd.
June 2016- August 2016 Designed interactive UI of a text-only website for interactive story writing and reading
- **UX Design/Dev Intern** Riley Physicians
July 2016- August 2016 Designed and Developed an Android Application for Google Cardboard.
- **Software Developer** SAHAJ Interactive Solutions, India
Sept 2014- Feb 2015 Developed an IDE for Touchables using Microsoft Visual Studio and OpenFrameworks

> Education

- **May 2017 (Expected)** **M.S. in Human-Computer Interaction**
GPA: 3.9 Indiana University, Indianapolis (IUPUI)
- **June 2014** **B.E. in Computer Engineering**
University of Pune, India

> Projects

Split-Second Stories - A revolutionary interactive story telling website.
I CAN SCAN - A virtual reality application for Google Cardboard to help users get acquainted with MRI scans.
Ducklings - Quick and easy documentation and collaboration for the memories of your kids.
Campus Nosh - A food pre-ordering app for on-campus students .
Google Inbox - Usability inspection and evaluation of Google's Inbox and Android app.
Mimicry Engine - An engine and algorithm for Action Detection and Matching.

> Honors and Achievements

Recipient of IUPUI scholarship, 2015
1st Prize in 3rd National Conference For Students in Electrical and Electronics Engineering 2014[NCSEEE-2014]' held at 'VIIT, Pune'

> SkillSet

UX Design Methods

User Testing
Sketching
Prototyping
Persona Creation
Usability Evaluations

Programming

C/C++
C#
Java
SQL
Javascript/Jquery
HTML/CSS

Tools/Frameworks

InVision
Balsamiq
Adobe Photoshop
PHPStorm
Microsoft Visual Studio
Eclipse
Android SDK
Unity3D

> Research

Mimicry Engine using KINECT
Journal of Harmonized
Research Publications, National
Conference for Students in
Electrical And Electronics
Engineering (NCSEEE 2014)

Mimicry Engine using KINECT
International Journal of
Computer Science and Network
Security (IJCSNS)15.2
(Feb 2015): 68-72.