

PO BHATTACHARYYA

Curriculum Vitae ~ November 2019

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PROFESSIONAL EXPERIENCE

Senior Product Designer | Gamalon Oct 2018 - present
Boston, MA

Created multiple design concepts to help the company find product-market fit.
Currently designing AI-first interfaces for data scientists and marketing professionals.

UX Design Consultant | Zazzle Jan 2018 - Aug 2018
Pittsburgh, PA

Created and implemented a research plan to better understand Zazzle's consumers.
Developed a product strategy for attracting and retaining millennials on the platform.

Product Design Lead | California Academy of Sciences Jun 2016 - Jun 2017
San Francisco, CA

Established a comprehensive design system for the Academy's digital products.
Designed and built an online learning program as the design lead of a 5-person team.

Curriculum Designer | IXL Learning Aug 2014 - Jun 2016
San Mateo, CA

Designed and built IXL's science product, which now has over 100,000 paid subscribers.
Drove product updates, such as grading algorithms and interactives, for IXL Science.

Coordinator | Brown Science Prep Program Sep 2013 - May 2014
Providence, RI

Managed a mentoring program for more than 100 undergraduates at Brown University.
Provided weekly one-one support to a core team of 16 student mentors.

EDUCATION

MHCI, Human-Computer Interaction May 2018

Master of Human-Computer Interaction at Carnegie Mellon University.
Capstone Project: "Everyday Creativity: Designing technologies that help people build creative habits."

PUBLICATIONS

Bhattacharyya, P., Nath, R., Jo, Y., Jadhav, K., & Hammer, J. (2019). Toward a model for designing synchronous colocated augmented reality games. *CHI 2019*.



Bhattacharyya, P., Nath, R., Jo, Y., Jadhav, K., & Hammer, J. (2019). Brick: A synchronous multiplayer augmented reality game for mobile phones. *CHI 2019*.



Bhattacharyya, P. (2018). A Crack at the edges: Microsoft's new take on designing for accessibility. *Microsoft Design*.



Siebert, S., Goetz, F. E., Church, S. H., Bhattacharyya, P., Zapata, F., Haddock, S. H., & Dunn, C. W. (2015). Stem cells in *Nanomia bijuga* (Siphonophora), a colonial animal with localized growth zones. *EvoDevo*.



Church, S. H., Siebert, S., Bhattacharyya, P., & Dunn, C. W. (2015). The histology of *Nanomia bijuga* (hydrozoa: Siphonophora). *Journal of Experimental Zoology*.



GRANTS, FELLOWSHIPS, & AWARDS

Finalist, Student Design Charette, Interaction Design Association

2018

NSF-EPSCoR Fellowship, National Science Foundation	2014
Royce Fellowship, Brown University	2013
Undergraduate Teaching and Research Award, Brown University	2012

LECTURES & PRESENTATIONS

Human-Computer Interaction Institute Capstone Week in Pittsburgh, PA Presentation, “Everyday Creativity: Designing technologies that help people build creative habits”	Aug 2018
Research Presentation at Zazzle HQ in Redwood City, CA Presentation, “Defining the Creative Process: Understanding people’s understanding of and relationship with creativity”	Jul 2018
Job Talk at MAYA Design in Pittsburgh, PA Presentation, “Design Principles for Augmented Reality”	Jul 2018
Computer-Human Interaction (CHI) Conference in Glasgow, UK Presentation, “Design Principles for Collaborative Augmented Reality”	May 2018
Interaction Design Association (IXDA) Conference in Lyon, France Presentation, “Mockingbird: A Musical Instrument to Transform Objects into Sound”	Feb 2018
Out in STEM (oSTEM) Conference in Chicago, IL Poster, “How to Queer Product Design”	Nov 2017
South by Southwest Education (SXSW Edu) Conference in Chicago, IL Session, “Who Really Benefits from Citizen Science?”	Apr 2017
Ignite Talk at the California Academy of Sciences in San Francisco, CA Workshop, “Designing Technology for Science Education”	May 2016
Royce Fellow Presentations in Providence, RI Workshop, “Stories from the World of Biology: Siphonophores”	May 2014
Science Center at Brown University in Providence, RI Workshop, “How to Make a Creaturecast video”	Mar 2014

TEACHING & MENTORING

Leader, Group Independent Study in Collaborative Augmented Reality Human-Computer Interaction Institute, Carnegie Mellon University	2018
Instructor, National Citizen Science Workshop Series Museum of Science and Industry in Chicago, IL National Afterschool Association Annual Meeting in Madison, WI California Academy of Sciences in San Francisco, CA North Carolina Department of Public Instruction in Raleigh, NC J. Murrey Atkins Library at the University of North Carolina in Charlotte, NC Tampa Convention Center in Tampa, FL	2016 - 2017
Mentor, Meiklejohn Program Brown University	2013 - 2014
Trip Leader, Brown Outdoor Leadership Program (BOLT) Brown University White Mountains near Randolph, NH	2012 - 2014
Teaching Assistant, Evolutionary Biology Department of Ecology & Evolutionary Biology, Brown University	2013
Teaching Assistant, Evolution of a Habitable Planet Department of Geological Sciences, Brown University	2012

PROFESSIONAL AFFILIATIONS & SERVICE

Judge, Interaction Awards, Interaction Design Association (IxDA) Conference The IxDA Conference happens annually and is attended by over 1,500 designers.	2019
Member, Special Interest Group on Computer-Human Interaction (SIGCHI) SIGCHI is a professional association of HCI researchers and practitioners.	2018 - present
Reviewer, CHI Conference CHI is an annual conference for peer-reviewed publications in the field of HCI.	2018 - present
Local Leader, Interaction Design Association (IxDA), Boston Chapter IxDA is a global community of practice for interaction designers.	2018 - current

- Member, InnerCity Weightlifting 2018 - present
InnerCity is an interventional professional development center for the incarcerated.
- Volunteer Designer, So Far Sounds 2018 - present
So Far is an international performance-centered community for upcoming musicians.
- Volunteer Designer, Boston Book Festival (BBF) 2018 - present
BBF is a free annual festival for book lovers in the Boston area.
- Advisor, StudyFriend.org 2017 - present
StudyFriend is a peer-to-peer knowledge exchange program for youth in Kyrgyzstan.