

PO BHATTACHARYYA

Curriculum Vitae ~ October 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.”

BA, Geology-Biology

May 2014

Bachelors of Arts in Geology-Biology with *magna cum laude* at Brown University.

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	Mar 2014

Workshop, “How to make a Creaturecast video”

TEACHING & MENTORING

Leader, Group Independent Study in Collaborative Augmented Reality 2018
Human-Computer Interaction Institute, Carnegie Mellon University

Instructor, National Citizen Science Workshop Series 2016 - 2017
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

Mentor, Meiklejohn Program 2013 - 2014
Brown University

Trip Leader, Brown Outdoor Leadership Program (BOLT) 2012 - 2014
Brown University
White Mountains near Randolph, NH

Teaching Assistant, Evolutionary Biology 2013
Department of Ecology & Evolutionary Biology, Brown University

Teaching Assistant, Evolution of a Habitable Planet
Department of Geological Sciences, Brown University

PROFESSIONAL AFFILIATIONS & SERVICE

Judge, Interaction Awards, Interaction Design Association (IxDA) Conference 2019
The IxDA Conference happens annually and is attended by over 1,500 designers.

Member, Special Interest Group on Computer-Human Interaction (SIGCHI) 2018 - present
SIGCHI is a professional association of HCI researchers and practitioners.

Reviewer, CHI Conference 2018 - present
CHI is an annual conference for peer-reviewed publications in the field of HCI.

- Local Leader, Interaction Design Association (IXDA), Boston Chapter 2018 - current
IXDA is a global community of practice for interaction designers.
- 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.