

Prakhar Bhargava

EmailID: prakhar20394@iiitd.ac.in | Contact No: (+91) 9899326396

[LinkedIn](#) | [Behance](#) | [GitHub](#)

EDUCATION

Indraprastha Institute of Information Technology, Delhi — Bachelors in Technology - *Computer Science & Design*

JUNE 2020 - JULY 2024 | Current CGPA: 8.06

- **Design Courses:** Human-Computer Interaction, Drawing & Visualisation, Visual Design, Prototyping interactive systems, Designing Interactive system, Animation & Graphics
- **Technical Courses:** Data structures & algorithms, Advanced Programming, Computer Organisation, Operating System, Analysis & Design of Algorithms, Introduction to Database management Systems, Computer Network, Data Mining

Amity International School, East Delhi — *Science with Math*

MAR 2006 - JUNE 2020

Percentage 12th: 94.2% | Percentage 10th: 92%

- **Courses:** Physics, Chemistry, Mathematics, English, Economics
- **Headboy**, Student council 2019-20, **Team Leader**, Youth Power, a social entrepreneurship initiative. **Founder**, Student Alumni Connect, Participant and winner at multiple inter-school events and competitions. **Represented India** at Odyssey of the Mind, World Finals.

EXPERIENCE

Creative Interaction Lab, IIIT Delhi — *Undergraduate Student Researcher*

JANUARY 2023 - PRESENT | Guide: Dr Anmol Srivastava

- Researching and developing "VR and Heritage" project, utilising virtual and augmented reality technology to create interactive storytelling experiences at historical sites in Delhi.
- Conducting programming work with Unity to implement visual and interactive elements

1Pixel Design Conf'23, IIIT Delhi — *Convenor & Co-Founder*

OCTOBER 2022 - JANUARY 2023

- Convened and co-founded 1Pixel Design Conf'23, held at IIIT Delhi in January 2023. Organised a successful conference with a reach of over 25000+ people through social media and marketing efforts.
- Invited 15+ prominent speakers from leading companies in the design industry, including Samsung, Oppo and Wadhvani AI. The conference and designathon attracted the participation of more than 170+ individuals, including delegations from over 20+ leading universities and colleges.

PAIZ Project, University of Oulu, Finland & Living Lab, IIIT-Delhi — *Undergraduate Student Researcher*

AUGUST 2022 - PRESENT

- Conducting undergraduate research as part of the PAIZ Project.

SKILLS

User Experience
Research

User Interface
design

Wireframe &
Prototyping

Creative
Storytelling

Leadership

Team
Management

Planning

TOOLS

Figma

Adobe Suite
(Photoshop,
Illustrator,
Indesign, XD,
Premiere Pro)

Figma, Miro

Fusion360,
Blender

Eagle CAD

GitHub

Android Studio

Arduino

PROGRAMMING LANGUAGES

Python

HTML-CSS

Javascript

Java

C, C++, C#

Flutter Dart

MySQL

- Using the Nao V6 Robot to undertake user research on Child-Robot interactions in unsupervised settings. Currently in the process of writing a research paper to discuss the interaction between children and robots in the Indian context.

Government e-Marketplace, Delhi — UX/UI Intern

MAY 2022 - JULY 2022

- Completed a UX/UI internship with the Government e-Marketplace in Delhi from May 2022 to July 2022.
- Improved and redesigned the Registration & Bid participation module by addressing 200+ user-reported issues, significantly reducing user fall-off rate and registration time.
- Developed design guidelines for the platform, ensuring consistency and standardisation across the user interface.
- Collaborated with over 50 stakeholders from GeM, Intellect Design, and Infibeam Avenues, maintaining regular communication and feedback throughout the design process.

Enactus IIITD, Delhi — Coordinator

JANUARY 2021 - PRESENT

- Started as a member of Enactus IIITD in Delhi in 2021 and was promoted to Coordinator in August. Responsible for managing a team of 50+ members, ensuring effective communication, and delegating tasks.
- Achieved notable success in the National Competition, winning the 'Most views' in the 'early stage' category with over 5200+ views.

Business Blasters, Delhi Government, Delhi — Business Coach

DECEMBER 2021 - JULY 2022

- Served as a Business Coach for Business Blasters, a program of the Delhi Government, in Delhi from December 2021 to July 2022.
- Mentored two teams on various entrepreneurial aspects, guiding building a strong brand story and incorporating a social mission into their business.

PROJECTS

Google Drive Me Crazy — User Experience | Web-app Development

Guide: Dr Grace Eden | Team size: 5 | [Link to Project](#)

- Conducted in-depth user research to identify and address issues with navigation, tiny UI, lack of space analyser, and visualiser in the Google Drive interface.
- Achieved a 102% increase in satisfaction levels in the System Usability Scale (SUS) and a 35.5% reduction in time utilisation for basic Google Drive-based tasks.

AR Playground — Experience Design | Game Design

Team size: 3 | [Link to Project](#)

- Led a team of 3 in the conceptualisation and development of AR Playground, an augmented reality-based learning app that promotes sensorimotor and cognitive development in children aged 3-5.
- Designed and developed various interactive games that engage children and encourage learning through play, including building blocks, alphabet riddles, and colour sorting.
- Utilized technologies such as **C#**, **Unity3D**, and **Unity XR Foundation** to create an immersive and engaging AR experience.

Sehyog — User Research | UX/UI Design | Brand Identity | Storytelling

Guide: Dr Indrani De Parker | Team size: 6 | [Link to Project](#)

- Collaborated with a team of 6 on Sehyog, a social networking platform designed to uplift underprivileged communities.
- Conducted **user research** using the Double Diamond approach to identify user needs and pain points and created

- wireframes and prototypes to test and refine the platform's user interface.
- Led the design of a compelling **brand identity** for the platform, including logos, merchandise, and other visual elements. Conceptualised, materialised, and directed a pitch video for Sehyog, highlighting the platform's features and benefits and showcasing its potential impact.
- Utilized skills in user research, UX/UI design, brand identity, and storytelling to create a cohesive and engaging platform.

Sensori-Motor Pathways — *Space Design*

Guide: Dr Indrani De Parker | Team size: 10

- Designed and developed innovative sensorimotor pathways to enhance children's cognitive and motor skills playfully and engagingly. The project involved extensive child development research and designing and installing the pathways at Jamghat NGO and IIIT Delhi for initial response.
- The project used various materials and colours to engage children's senses, stimulate their imagination and encourage exploration. The design promotes active play and learning, and the pilot program received positive feedback from both children and educators.

Omni-sense — *Gamified Presentation*

Guide: Dr Indrani De Parker | Team size: 5 | [Link to Project](#)

- Developed an innovative **gamified presentation platform**, "Omni-sense," to communicate research findings more engagingly, using tools such as **Unity3D**.
- The platform allowed users to experience different research milestones at their own pace and provided **in-depth engagement, leading to higher levels of understanding and retention**.
- Successfully demonstrated the project's impact, leading to **recognition and positive feedback** from the academic community and wider audiences.

Beyond the Books — *UX/UI Design | Storytelling*

Guide: Dr Richa Gupta | Team size: 2 | [Link to Project](#)

- Designed the **user interface** for the storytelling platform to enable educators to teach new topics and subjects introduced in the National Education Policy (NEP).
- Created a compelling **pitch video** for the concept to be presented to the **Ministry of Education** and other stakeholders, highlighting the platform's user experience and its potential to revolutionise the way education is delivered in India.

HONORS & AWARDS

- Earned **2nd place & Cash prize of Rs. 25,000** in **Enactus India Hackathon** for project AR Playground - An AR-based game for the sensorimotor development of children. (2022)
- Won **2nd award & prizes worth Rs. 1,75,000** in **Redbricks Hackathon** organised by **Ashoka University & Mphasis** for project 'Health-ucate' - A gamified platform to teach children about health matters. (2022)
- **Reached top 5 in Design Day's Hackathon**, organised by **Salesforce India**, with over 200+ teams' participation - Presented a relationship design for Bamboo's Courtyard - a service to boost the bamboo industry. (2022)