

# Prakhar Bhargava

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## 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

## EXPERIENCE

### Weave Lab, IIIT Delhi — *Undergraduate Student Researcher*

JANUARY 2023 - PRESENT

- Currently working on "VR and Heritage" - a project focussed on using Extended Reality as a means of storytelling in the historical places in Delhi.

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

OCTOBER 2022 - JANUARY 2023

- Organised 1Pixel Design conference with a reach of over **25000+ people**. Invited **15+** speakers from leading companies, participation of more than **170+** in the conference and designathon with delegation from over **20+** leading universities and colleges.

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

AUGUST 2022 - PRESENT

- Using Nao V6 Robot to undertake user research on Child-Robot interactions.
- Currently writing a research paper to discuss the interaction between Children and Robots in the Indian context.

## 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

Flutter

GitHub

Android Studio

Arduino

## PROGRAMMING LANGUAGES

Python

Java

C, C++, C#

Dart

**HTML-CSS**

**Javascript**

MySQL

## **Government e-Marketplace, Delhi — UX-UI Intern**

MAY 2022 - JULY 2022

- Improved & redesigned the Registration & Bid participation module by solving **200+ user collated issues**.
- Reduced user fall-off rate & registration time required to desired levels.
- Developed Design guidelines for the platform.
- Worked with **50+ stakeholders** from GeM, Intellect Design, and Infibeam Avenues.

## **Enactus IIITD, Delhi — Coordinator**

JANUARY 2021 - PRESENT

- Managing team size of 50+ members.
- Won National Competition for 'Most views' in 'early stage' with 5200+ views.

## **Business Blasters, Delhi Government, Delhi — Business Coach**

DECEMBER 2021 - JULY 2022

- Tasked to mentor 2 teams on various entrepreneurial aspects. Helped build the Brand story and built upon the social aspect of the business.

## **PROJECTS**

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

Guide: Dr Grace Eden | Team size: 5

- Redesigned Google Drive interface for superior user experience.
- Solved user issues involving Navigation, Tiny UI, Lack of space analyser, and visualiser after in-depth user research.
- **102%** rise in satisfaction levels in the System usability scale(SUS).
- **35.5%** reduction in time utilisation for basic (4) Google drive-based tasks.

### **AR Playground — Experience Design | Game Design**

Team size: 3

- Conceptualised & Developed an Augmented reality-based learning app.
- Targeting ages 3-5, the app benefits sensorimotor & cognitive development.
- Includes games involving building blocks, alphabet riddles, and colour sorting.
- Technologies: C#, Unity3D, Unity XR Foundation.

### **Sehyog — User Research | UX-UI Design | Brand Identity | Storytelling**

Guide: Dr Indrani De Parker | Team size: 6

- Designed social networking platforms to uplift the underprivileged.
- Conducted user research using Double diamond and created wireframes prototypes.
- Compelling storytelling - Conceptualised, materialised & Directed the pitch video for the Sehyog platform.
- Designed a brand Identity for the platform, including logos, merchandise, etc.

### **Sensori-Motor Pathways — Space Design**

Guide: Dr Indrani De Parker | Team size: 10

- Designed pathways for children's sensorimotor & cognitive development.
- Installed and Piloted at Jamghat NGO and IIIT Delhi for initial response.

### **Omni-sense — Gamified Presentation**

Guide: Dr Indrani De Parker | Team size: 5

- Conceptualised and developed a game-based storytelling medium.
- Allowed users to experience different milestones of the research process at their own pace, allowing in-depth

engagement and higher involvement through the presentation.

## **Beyond the Books — UX-UI Design | Storytelling**

Guide: Dr Richa Gupta | Team size: 2

- Designed the user interface for the Storytelling platform to enable educators to teach new topics & Subjects introduced in the NEP Policy.
- Created the pitch video for the concept to be presented to the ministry of education & other stakeholders.

### **HONORS & AWARDS**

- Won 2nd award & **Cash prize of Rs. 25,000** in **Enactus India Hackathon** for theme 'Tech for social good' for project AR Playground - An AR-based game for 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 100+ teams' participation - Presented a relationship design for Bamboo's Courtyard - a service to boost the bamboo industry. (2022)