

Prakhar Bhargava

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

EDUCATION

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

JUNE 2020 - JULY 2024 | Current CGPA: 8.32 [6th Semester]

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

Amity International School, East Delhi — Science with Math

MAR 2006 - JUNE 2020 | Percentage 12th: 94.2% | 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

Wadhvani AI, Delhi — UX/UI Design Intern

MAY 2023 - JULY 2023 | **Field Study, Secondary Research, UX/UI Design**

- Collaborated with the **Ministry of Health and Family Welfare** and **AIIMS Delhi** to develop an AI-based **Diabetic Retinopathy screening solution**, which underwent pilot testing in August.
- Conducted comprehensive **primary and secondary research** at AIIMS Delhi and Vision Centres to inform the design of Ophthalmology and Tele-Diagnostics solutions (E-Health).
- Contributed to developing solutions in diverse domains, including **Agriculture** (KKMS), **Tuberculosis** (TB Triage), and for the **G20 summit**.

Creative Interface Lab, IIIT Delhi — Undergraduate Student Researcher

JANUARY 2023 - PRESENT | Guide: Dr Anmol Srivastava | **Augmented Reality, Unity**

- Engaged in **research** and **development** for the **"XR and Heritage"** project, focused on leveraging virtual and augmented reality technology to construct **interactive storytelling** experiences at **historical sites in Delhi**.
- Implementing visual and interactive elements using **Unity** to create an Augmented Reality experience for the project.

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

AUGUST 2022 - PRESENT | **User Research, Robotics**

- Utilizing the **Nao V6** Robot to conduct user research on **Child-Robot interactions** in unsupervised settings.
- Currently involved in writing a **research paper** that explores the interaction between children and robots, specifically in the Indian context.

Government e-Marketplace, Delhi — UX/UI Design Intern

MAY 2022 - JULY 2022 | **Design System, UX/UI Design, Stakeholder Management**

- Enhanced the **Registration & Bid participation** module by resolving **200+ user-reported issues**, resulting in a notable reduction in user fall-off rate and registration time.

SKILLS

User Experience Research

User Interface design

Wireframe & **Prototyping**

Creative **Storytelling**

Leadership

Team & Stakeholder Management

Strategy

TOOLS

Figma

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

Figma, Miro

Fusion360, Blender

Eagle CAD

GitHub

Android Studio

Arduino

PROGRAMMING LANGUAGES

HTML-CSS

Javascript

Python

Java

C, C++, C#

Flutter Dart

MySQL

- **Established a Design System** for the platform, ensuring uniformity and standardisation in the user interface.
- Collaborated with **50+ stakeholders** from **GeM, Intellect Design, and Infibeam Avenues**, fostering consistent communication and feedback during the design process.

POSITIONS OF RESPONSIBILITY

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

AUGUST 2022 - JANUARY 2023 | **Management, Leadership**

- Achieved a reach of **25,000+** people through effective social media and marketing efforts.
- Invited **15+ speakers** from **leading design-focused organisations**. Attracted participation from over **170+** individuals and delegations from 20+ universities and colleges

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

DECEMBER 2021 - JULY 2022 | **Entrepreneurship**

- Provided **mentorship** to two teams, offering guidance on entrepreneurial aspects, including creating compelling brand narratives and incorporating social missions into their businesses.
- One of the two teams achieved a commendable accomplishment by securing a position among the **top 100**.

Volunteers Covihelp, India— Co-founder, Social Media Head

APRIL 2021 - SEPTEMBER 2022 | **Social work, Volunteering, Management**

- Assisted **1700+ individuals** with Covid-related resources during the second wave of COVID-19.
- Oversaw a team of **300+ volunteers** from different parts of the country and abroad.
- Received **coverage in prominent news** outlets, including Hindustan Times, New Indian Express, and Republic.
- Raised over **₹1.31 Lac** for the cancer treatment of a 12-year-old girl.

PROJECTS

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

Guide: Dr Grace Eden | Team size: 5 | [Presentation](#)

- 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 | [Video](#) | [Github](#)

- Conceptualised and developed an **augmented reality**-based learning app to aid cognitive development in children aged 3-5.
- Designed and developed various interactive games within the app, such as building blocks, alphabet riddles, and colour sorting, to actively engage children and facilitate learning through play.
- Utilised technologies such as **C#, Unity3D, and Unity XR** Foundation.

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

Guide: Dr Indrani De Parker | Team size: 6 | [Presentation](#)

- Collaborated with a team of 6 on Sehyog, a **social networking platform** to empower underprivileged communities.
- Utilized the **Double Diamond approach** to conduct user research, identifying user needs and pain points and creating wireframes and prototypes for testing and improving the platform's user interface.
- Took the lead in **designing a compelling brand identity for Sehyog**, including logos, merchandise, and other visual elements.
- Conceptualised, materialised, and **directed a pitch video** highlighting the platform's features, benefits, and potential impact.
- Leveraged skills in user research, UX-UI design, brand identity, and storytelling to develop a cohesive and engaging platform.

Sensori-Motor Pathways — *Space Design*

Guide: Dr Indrani De Parker | Team size: 5 | [Video](#)

- Designed and developed sensorimotor pathways that **promote playful and engaging activities** to enhance children's cognitive and motor skills.
- Conducted **in-depth child development research** to inform the design and installation of the pathways at Jamghat NGO and IIIT Delhi, initiating an initial response.
- Incorporated various materials and colours to engage children's senses, stimulate their imagination, and foster exploration.
- The designed pathways encourage active play and learning, receiving positive feedback from both children and educators during the pilot program.

Omni-sense — *Gamified Presentation*

Guide: Dr Indrani De Parker | Team size: 5 | [Play Game](#)

- Created "Omni-sense," an **innovative gamified presentation** platform utilising tools like **Unity3D** to enhance the communication of research findings in a captivating manner.
- Enabled users to explore research milestones at their preferred pace, fostering **deeper engagement, comprehension, and knowledge retention**.
- Received recognition and positive feedback from the academic community and broader audiences through successful demonstrations, highlighting the project's significant impact.

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

Guide: Dr Richa Gupta | Team size: 2 | [Video](#)

- Developed the **user interface for a storytelling platform** that facilitates educators in teaching newly introduced topics and subjects outlined in the National Education Policy (NEP).
- **Produced a persuasive pitch video** to showcase the platform's user experience and potential to transform India's education delivery system. Product pitched to the **Ministry of Education** and other stakeholders, emphasising the platform's impact on revolutionising education.

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)