

RACHIT JAIN

Research-led Experience Designer

@ rachit17359@iiitd.ac.in

in /in/rachit-jain-hci

🔗 [View Portfolio](#)

📄 [Writing Samples](#)

📍 Delhi, India

EXPERIENCE

USER EXPERIENCE INTERN

STEM-Away | Lead for an Intern Project

📅 July 2020 – August 2020 📍 Remote

- Persuaded the CEO with research insights & prototypes to improve the UX of 2 key features of STEM-Away mobile platform despite difficulties of managing team of 9 across 4 timezones.
- Strategized actionable vision aligned to timeline to present UX improvements over 2 testing-informed iterations.

USER EXPERIENCE INTERN

MyWanderlust.in | First Experience Intern in Team

📅 June 2018 – July 2018 📍 Delhi, India

- Deployed the research-informed information design for travel packages (which bring in the major revenue) by bringing in all stakeholders, including CEO, into the design process.
- Launched the redesigned landing page to align & balance both user & business goals by advocating for user experience.

PROJECTS

Designing For Adult Foreign Language Learners

Bachelor's Thesis | HCI Research | Team Size: 2

📅 January 2020 – Present

- Identified a novel opportunity space to help foreign language learners become confident with their speech.
- Designed prototypes informed by requirements gathered through synthesis of research to communicate the concept.
- Piloted the concept & iterated design from the learnings. Planned a mixed methods strategy to evaluate the effectiveness.

Kyro: Your Virtual Productivity Companion

Published at IndiaHCI 2020 | Team Size: 5

📅 August 2019 – December 2019

- Led a cross-functional team in the design & research of an intervention to help students not get distracted by phones.
- Designed & iterated wireframes & prototypes across 4 iterations informed by insights from usability testing over 6 months.
- Published the case study at the competitive Student Design Consortium at the IndiaHCI 2020 conference!

Towards Learning a Foreign Language in VR

Course Project | 'A' grade | Team Size: 3

📅 August 2019 – Jan 2020

- Led a team of 3 to design an immersive VR learning environment to mitigate hesitations of learners while practicing pronunciations.
- Spearheaded the research & interaction design to make the language learning process playful, engaging & rewarding.

EDUCATION

Bachelor of Technology | Computer Science Engineering

IIIT-Delhi | Graduating June 2021

- CGPA: 9.36/10 | Dean's Award for Academic Excellence 2017-18, 2019-20
- Studied Human Centered Design, Computer Science, AI and Ethnography

SKILLS

Qualitative Design Research
Ethnography, Interviews, Observation
Personas, User Flows, Wireframing
Prototyping, Design Thinking, Ideation
Usability Testing, Task Analysis
Project Management, Communication
Adobe XD, Miro, HTML, CSS

ACHIEVEMENTS

Teaching Assistant and Mentor

Design of Interactive Systems, IIITD

📅 Aug 2020 – Present

- Closely mentored 67 students for 17 intensive IxD projects with high approval ratings from students & instructor. Rated 9.5+/10 for communication, guidance & lifting spirits!
- Recommended for a second term. Mentoring 65 more students across 17 projects now!

Research Grant of 5625.00 CAD

SURE Program, McGill University, Canada

- Selected for an HCI Research Internship at the Shared Reality Lab, and a Research grant of 5625.00 CAD. Rescinded due to COVID-19.

Teaching Excellence Award

Personality Devt. & Communication

- Helped 100+ middle school students of Delhi Govt Schools gain confidence in their speech, selves and thoughts in Summer 2018.
- Designed and deployed the curriculum. Also engaged as a Theatre and a Dance teacher!

- Motivated 4 learners through the prototype to start re-learning the language. Iteration paused due to COVID restrictions.

ETHNOGRAPHIES

Ethnography of Sneaker Consumption Culture

Advisor: Dr. Shriram Venkatraman | Team Size: 2

📅 May 2018 – Present

- Investigated the life stories of the Middle Class GenZ in Delhi through Sneakers in an ethnographic study designed to understand the consumption culture and purchase behaviours.
- Triangulated & validated insights by leveraging multiple research methods- Interviews, FGDs, Observation & Fieldwork.
- Deconstructed the influence of brands, sociality & upbringing in the GenZ lifestyle, shopping habits & preferences. Drafting a research paper for the implications for Indian markets.

A Rapid, Virtual Ethnography of Video Calls

Published in UX Collective's Bootcamp | Solo Researcher

📅 December 2020

- Deployed storytelling to capture the complex narratives of students' social interactions studied through observation, participation & interviews despite being remotely located.
- Described the emergent social interactions & behaviours of college students over Video Calls (VCs) in the pandemic.
- Case Study published in the UX Collective's Bootcamp! Sparked discourse where people reached out to share their experiences.

PUBLICATIONS

- R.Jain and A. Singh. 2020. Kyro: Persuading Students to be Productive Using a Virtual Companion. In IndiaHCI '20: Proceedings of the 11th Indian Conference on Human-Computer Interaction (IndiaHCI 2020). ACM. DOI: [.org/10.1145/3429290.3429304](https://doi.org/10.1145/3429290.3429304)

COURSEWORK

- Design of Interactive Systems
- Design of Human Centered Systems
- Advanced Ethnographic Research Methods
- Creativity & Inventive Problem Solving
- Business Anthropology
- Affective (Emotional) Computing
- Statistical Computation
- Artificial Intelligence
- Machine Learning
- Project: Virtual Reality
- Project: Augmented Reality
- Project: Human Centered AI