SAHIL ANAND

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EDUCATION

MS IN HUMAN CENTERED DESIGN AND ENGINEERING

University of Washington, Seattle, WA

Sep 2015 – Mar 2017 (Expected)

B.TECH IN ELECTRONICS AND COMMUNICATIONS ENGINEERING

National Institute of Technology Karnataka, IN

Aug 2006 – May 2010

WORK EXPERIENCE

STUDENT RESEARCHER, HUMAN-CENTERED ROBOTICS LAB

University of Washington, Seattle, WA

Oct 2015 – Present

Research, design and evaluation of interfaces for Human-Robot Interaction and remote operator manipulation.

STUDENT ASSISTANT, URBAN DESIGN AND PLANNING

University of Washington, Seattle, WA

Oct 2015 – Present

Design, implementation and evaluation of interactive mapping and visualization tools for natural hazards.

FULL STACK ENGINEER AND DESIGNER

IIL Technologies Pvt. Ltd, Bangalore, IN

Apr 2012 – Sep 2015

Designed and developed multi-platform solutions for increasing customer engagement.

Created numerous concepts, mock-ups, software and hardware prototypes for client & investor demonstrations.

TECHNOLOGY CONSULTANT

India Innovation Labs, Bangalore, India

Jun 2010 – Sep 2015

Researched and developed Robotics, Computer Vision and Natural User Interface technologies.

Collaborated with industry partners to develop and evaluate working prototypes and applications of above technologies.

ABOUT ME

I design, build and study interactions with robots and physical computing systems. I also create immersive experiences using Augmented Reality and Natural User Interface technologies.

PROJECTS

UX RESEARCH AND DESIGN

Robots for Language Education

Building Conversational Robotic Agents for teaching English to children in rural Africa.

Customer Engagement Platform

Designed solutions to streamline promotional and marketing activities for client (Resil Chemicals).

Increased customer engagement for client (Resil Chemicals) by 3x and sales conversion ratio from 7% to 25% in first month.

PROTOTYPING AND IXD

Experiential Telepresence System

Built a life-sized Humanoid Telepresence Robot capable of autonomous navigation and basic interactions with humans.

Built immersive experiences for Robot Operation using Virtual Reality headsets and joystick controllers.

Interactive Kiosks

Created functional and video prototypes for gesture-based interactive kiosks and home automation systems using motion capture technology.

Received **Innovation Award** at Manufest 12, Wipro, IN

SKILLS

UX

User-Centered Design, User Research, User Testing, Low to Hi-Fi Prototyping, Interaction Design, Data Analysis

DESIGN TOOLS

Adobe Creative Suite, Balsamiq, UXPin, Unity, Autodesk Maya, SoftImage

PROGRAMMING

C/C++, Java, Python, JavaScript, HTML, CSS, OpenCV, ROS, Node, Angular, Meteor, Arduino, SparkCore, Raspberry Pi