

Shivam Goyal

Final year Design Undergraduate
Indian Institute of Technology, Guwahati

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EDUCATION

B.DES

DESIGN

IIT Guwahati | Expected May 2018
Cum. GPA: 7.94 / 10.0

SENIOR SECONDARY

CBSE | 2013 | G.Noida, India
Grade: 91.8%

SECONDARY

CBSE | 2011 | G.Noida, India
Cum. GPA: 10.0 / 10.0

COURSEWORK

Interaction Design
Usability Engineering
Fundamentals of Ergonomics
Graphic Design
Creativity and Innovation
New Media Design

SKILLS

Design Skills

UX and UI Design • Usability
Evaluation • Persona Creation •
Scenario Building • Wireframing
• Information Architecture • Card
Sorting, A/B Testing • Prototyping

Design Software

Adobe Photoshop • Adobe Illustrator
• Adobe XD • Balsamiq • InVision

Programming languages

C++ • Python • Java*

Web technologies

HTML • CSS • Javascript • jQuery

Miscellaneous

Android Programming* • Computer
Vision* • Machine Learning*

Operating system

Windows • Mac OS

*Elementary proficiency

EXPERIENCE

SOCIETE GENERALE | USER EXPERIENCE DESIGN INTERN

May 2017 - July 2017 | Bengaluru, India

- Worked across many different projects in an agile environment with different teams by collaborating with developers, managers and business analysts.
- Brought the old and slow legacy software to the new web platform to increase the engagement and efficiency of the user.
- Identified easy-to-fix usability issues by conducting a quick heuristic markup.
- Reduced the number of clicks to make the platform more intuitive and logically hierarchical.

IIT GUWAHATI | GAME DESIGN INTERN

May 2016 - June 2016 | Guwahati, India

- Build an educational board game from scratch to teach fractions to the children of age 10 and above.
- Tested the prototype with more than 20 children at different stages of development for feedback and improvements.
- The game received positive feedback from children, teachers and parents and was actually able to help children with visualizing fractions in a real sense.

PROJECTS

NAVIGATIONAL AID FOR VISUALLY IMPAIRED

August 2017 - Present | Prof. Pratul Kalita, Dept. of Design, IIT Guwahati
Designing a navigational tool (using the image processing and computer vision technologies) for blind and visually impaired people that can guide them comfortably in the urban neighborhood.

LILY : THE CHATBOT

March 2017 - April 2017 | Prof. Pratul Kalita, Dept. of Design, IIT Guwahati
Conceptualized a chatbot for kiosks, that can be installed in the schools to teach english to the students of rural areas of Assam. This project involved qualitative field research, ideation, mockup creation and finally development of a prototype in Android SDK

SMART SHOPPING APP: AN ONLINE APP FOR OFFLINE SHOPPING

December 2016

Designed an app for offline stores that uses computer vision and machine learning to combines the comfort of online shopping with better experience of the offline shopping.

INTERESTS

New Technologies • Future Technologies • Tech Gadgets • Movies • Guitar •
Football • Video Games