Shivam Goyal

Final year Design Undergraduate
Indian Institute of Technology, Guwahati

+91 - 9085730109
goyalshivam02@gmail.com
g.shivam@iitg.ernet.in
Portfolio:// shivam.studio
LinkedIn:// shivam–goyal

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

Elements of Design
Introduction to Interaction Design
Usability Engineering
System Approach to Design
Fundamentals of Ergonomics
Introduction to Graphic Design
Creativity and Innovation
Tangible Interfaces
New Media Design

SKILLS

Design Skills
Basic Sketching• Brainstorming •
Design Thinking • Design Research •
Wireframing • Usability Evaluation •
Persona Creation • Scenario Building
• Illustrations • Low and High Fidelity
Prototyping

Design Software
Adobe Creative Suit • Balsamiq •
Blender • Solidworks

Programming languages
C/C++ • Python • Java*

Web technologies
HTML • CSS • Javascript • jQuery

Miscellaneous
Android Programming • Unity* •
OpenCV* • Machine Learning* •
Deep Learning*

Operating system
Windows • Mac OS

*Elementary proficiency

EXPERIENCE

SOCIETE GENERALE | USER EXPERIENCE DESIGN INTERN
May 2017 - July 2017 | Bangaluru, India
- Redesigned several financial technology softwares and repository.
- Designed a chatbot as an information portal for company employees.

IIT GUWAHATI | GAME DESIGN INTERN
May 2016 – June 2016 | Guwahati, India
- Designed and made a fully functional prototype of an educational board game for children. Steps involved were ideation, research, prototyping and user testing.

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.

SOFTWARE REDESIGN AT SOCIETE GENERALE
May 2017 – July 2017
Redesign a desktop based software and a web repository to make them fast, easy to navigate, properly grouped and characterized and easy on eyes.

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 bring the comfort of online shopping to the better experience of the offline shopping.

CHARIKUNIYA: EDUCATIONAL GAME
May 2016 - June 2016 | Prof. Uday Athavankar, IDC, IIT Bombay
Designed a two player game to teach the concept of fractions to the children of age 10 and above in a fun way.

INTERESTS

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