# SHIVIN SAXENA

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## > Work Experience

**Teaching Assistant**
Aug 2014- Dec 2014

**Collaborative & Social Computing, IUPUI**
Assisting and evaluating learning for graduate students.

**Research Assistant**
Aug 2013- May 2015

**Philanthropic Informatics Research, IUPUI**
Developed a web-crawler and visualization prototype using JavaScript and D3.js

**Software Engineer**
Dec 2012-July 2013

**Persistent Systems Limited, India**
Worked on Distributed Systems grid using RHEL 5 and Hadoop in an 8-member team.

## > Education

May 2015
GPA: 3.78

**M.S. in Human-Computer Interaction**
Indiana University, Indianapolis (IUPUI)

June 2012

**B.E. in Computer Engineering**
University of Pune, India

## > SkillSet

**UX Design Methods**
Wireframes
User Testing
Sketching
Rapid Prototyping
Persona Creation
Usability Evaluation
Contextual Inquiry
Information Architecture

**Programming**
C++
C #
SQL
JavaScript
HTML/CSS

**Tools/Frameworks**
InVision
Balsamiq
Axure
Adobe Indesign
Microsoft Visual Studio
Eclipse
Android SDK
Leap Motion SDK

## > Projects

**CulAmi,** smart kitchen experience using touchless interaction.
**OLSM dice,** novel universal-dice physical prototype using Arduino.
**Mathspace,** UX design and evaluation of popular math learning app.
**Data Morphed Topographies,** guiding touchless interactions on large displays.
**HomeTurf,** app to simulate the experience of community notice boards.
**DressWiser,** smart mirror design to overcome hassles of everyday dressing.
**Flickr,** usability inspection and evaluation of Flickr website and Android app.

## > Honors and Achievements

**Recipient of IUPUI scholarship**, 2013-2014.
**Team Ranking of 757** in "IEEEXtreme Programming 7.0" (Oct'13).
**3rd Prize**, B.E Project Competition in Impetus & Concepts 2012, at PICT, India.
**Completed online HCI course** offered by Stanford University through Coursera.
**Chairman** of the departmental club "Association of Computer Engineers".

## > Research

Holes, Pits, and Valleys: Guiding Large-Display Touchless Interactions with Data-Morphed Topographies, (poster) Ubicomp 2014.

Gestuelle-A System to Recognize Dynamic Hand Gestures Using Hidden Markov Model to Control Windows Applications, IJCA-International Journal of Computer Applications, Volume 62, No. 17, Jan-2013.

Dynamic Gesture Recognition Using Hidden Markov Model in Static Background, IJCSI-International Journal of Computer Science Issues, Volume 8, Issue 6, Nov-2011.