Shreyas Nisal

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EXPERIENCE

HEARTY ADVENTURES IN FOOD AND PLAY LAB | Research Intern
Mar 2023 – Jul 2023 | PI: Dr. Rohit Ashok Khot
- Developed a smartphone game designed to encourage real-world activities that support human gut health
- Contributed to the design of the app in accordance with the research goals

TWILIO | Software Engineer
Aug 2022 – Feb 2023
- Working in the Auth team on the Role-Based Access Control (RBAC) platform
- Developing an internal tool and API endpoints that can be integrated with other Twilio products

MIT MEDIA LAB | Research Intern
Feb 2022 – Jul 2022 | PI: Prof. Pattie Maes
- Worked with the Fluid Interfaces group on the Joie project for anxiety management using Affective Brain-Computer Interfaces
- Designed and developed a neurofeedback training protocol using electroencephalography

EXERTION GAMES LAB | Research Intern
May 2021 – Jan 2022 | PI: Prof. Florian 'Floyd' Mueller
- Explored Electrical Muscle Stimulation (EMS), a body actuating technology, for novel interactions between users and systems
- Designed social bodily games using EMS to study shared agency between multiple users and the EMS system

TWILIO | Software Engineering Intern
Jun 2021 – Jul 2021
- Contributed to the Role-Based Access Control (RBAC) platform using the vaadin framework
- Developed API endpoints for the access manager service (XMS)

PUBLICATIONS AND PRESENTATIONS

UIST 2023 FULL PAPER
Joie: a Joy-based Brain-Computer Interface (BCI)
ACM Digital Library

UIST 2023 DEMOS
Demonstration of Joie: A Joy-based Brain-Computer Interface (BCI) with Wearable Skin Conformal Polymer Electrodes
ACM Digital Library

CHIPLAY 2023 FULL PAPER
Fused Spectatorship: Designing Bodily Experiences Where Spectators Become Players
ACM Digital Library | YouTube

CHIPLAY 2022 WORK-IN-PROGRESS
TouchMate: Understanding the Design of Body Actuating Games using Physical Touch
ACM Digital Library | YouTube

INVITED SPEAKER
QTalks about Quantum Games, QTurkey (Dec 2020):
Gamifying Quantum Computation
YouTube

PROJECTS

QLOGIC | Google Play
Quantum computing puzzle game developed in React Native

SPEECH PROGRAMMER | GitHub | YouTube
Open-source web application to convert speech commands to C code

MEDNET OUTREACH | Google Play | Apple Store
Telemedicine app developed using the Twilio Video API with the Mednet Labs team

VOICE QUIZ | GitHub | YouTube
Voice-controlled quiz app developed in React Native

EDUCATION

SMU GUILDHALL
Master of Interactive Technology in Digital Game Development (Specialization: Software Development)
2023 - 2025

BITS PILANI- GOA
B.E. Computer Science
M.Sc. Physics
2017 - 2022

SKILLS

LANGUAGES
C/C++ ● Java
JavaScript ● HTML/CSS
SQL ● Python

FRAMEWORKS
React Native ● Flutter ● MNE ● Vaadin Dropwizard ● Spring ● Spring Boot ● Swing/AWT ● Bootstrap

RESEARCH SOFTWARE
Neuroelectrics Instrument Controller (NIC2) ● LabRecorder ● Empatica E4 Streaming Server ● PsychoPy

TEACHING

Teaching Assistant
Computer Programming
Mar 2021 - June 2021
Jan 2020 - May 2020
Jan 2019 - May 2019

Teaching Assistant
Object Oriented Programming
Aug 2020 - Dec 2020
Jan 2020 - May 2020

YouTube Tutorials
Linux Fundamentals ● C Programming Python ● Object-Oriented Programming React Native Windows ● Verilog ● Theory of Computation ● Compilers ● Game Development (Unity)