SRIJAN SARKAR

Date of birth: 16/12/1993

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CONTACT

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ABOUT ME

Budding UX researcher with a strong UI development background, currently pursuing a Master's degree in Human-Computer Interaction. Seeking internships in User-Centered Design & Research, Interaction Design, and Product Management.

WORK EXPERIENCE

01/06/2023 – 30/08/2023 Paris-Saclay, France

UX Design Intern ILDA, Inria

Collaborated with the Information Visualization Research Team on a system for geologists. Designed and prototyped new components to facilitate asynchronous data analysis communication within the geological community. Gained firsthand exposure to the daily workings of a research lab and observed the methodologies followed by HCI researchers.

16/05/2016 – 23/08/2022 Bangalore, India

Application Developer Accenture

Progressed through various roles ranging from Junior Developer to Team Lead, collaborating with UX teams to bridge design and development gaps. Led AI chat-bot development projects for innovative conversational user experiences and drove API design enhancements for improved system functionality and performance.

EDUCATION AND TRAINING

01/09/2022 – CURRENT Paris-Saclay, France

Masters in Human Computer Interaction Universite Paris-Saclay

Website https://www.universite-paris-saclay.fr/

10/08/2012 – 30/04/2016 Bhubaneswar, India

Bachelors of Technology KIIT University

Website https://kiit.ac.in/ | **Field of study** Electronics and Electrical Engineering

DIGITAL SKILLS

USER EXPERIENCE DESIGN

Storytelling and Prototyping | UX/UI Design | User Research | Information Visualization | Brand Strategy & Design | Cinema4D (Basic level) | Technical documentation | Prototyping and mockup tools: Invision, Zeplin, Figma, Balsamiq

DEVELOPMENT

Frontend Web Development: HTML5, CSS3, JavaScript, TypeScript, Angular | Backend Development: Node JS, ASP.NET Core

ADDITIONAL INFORMATION

Projects

GiftHub Designed and wireframed a mobile application that connects givers and receivers, providing a platform to donate preloved items for free.

MoodForecast Designed and prototyped an interactive information visualisation webpage that visualizes the relationship between air pollution and depression prevalence across global countries.

The Big Kitchen Designed and evaluated a digital Serious Game for agile beginners, enhancing their understanding of basic agile concepts alongside organizational training.

GetHomeSafe Prototyped a self-learning VR game for users to practice responding to real-life harassment scenarios using Virtual Reality as an interactive training tool.

Blooms-a-lot Developed an interactive machine learning web application that allows users to easily identify and classify different species of orchids using visual input.

CoExplore Designed and prototyped an interactive groupware tool for collaborative web browsing.