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Trijeet Mukhopadhyay

EDUCATION

Stanford University, Class of '17

B.S. Computer Science – HCI

Relevant Coursework (by Spring '16)

User Interface Design & Evaluation; HCI & Interaction Design Studio; d.media; Physical Interaction Design; Design & Manufacture; Data Visualization; Computer Systems & Architecture; Web Applications; Network Security; Algorithms

ORGANIZATIONS

Organizer, TreeHacks

https://www.treehacks.com   2015 – Present

Officer, BASES tech team

http://bases.stanford.edu   2013 – 2014

SKILLS

design

UI design; experience design; design thinking; rapid prototyping; user research; interaction design

Sketch; Photoshop; Illustrator; Blender

technology

JavaScript; HTML / CSS; C; C++; Arduino; ChucK; MaxMSP

Angular; Node; Ionic; Firebase; mySQL; Ruby on Rails; OpenGL

INTERESTS

typography, laptop orchestra, music composition / production, soccer, amateur bartending

WORK EXPERIENCE

Software engineering intern, bebop

http://www.bebop.co   June '15 – August '15

- Implemented modular front-end components & architecture to enable rapid app development on the bebop platform
- Designed an intelligent peoples directory by surfacing relationships within an enterprise by analyzing the bebop entity dataset

UI / UX design intern, EagerPanda

http://eagerpanda.com/   May '13 – August '14

- Created product wireframes and high-fidelity mockups for various components of the web product, along with establishing the design language of the product
- Designed features like the newsfeed, article consumption and creation flows, user profiles, with an emphasis on creating a sublime reading and content discovery experience for the web

SELECTED PROJECTS

portfolio: http://trijeetm.com

Coursera Redesign (Sketch / InVision)

A critique of the current design of the web product, along with an alternate design focusing on better content discovery and consumption.

Flow (Ionic / AngularJS / SCSS / Photoshop / InVision)

An iOS productivity app to help creative people streamline their projects by providing a tool to catalog inspiration, brainstorm, schedule tasks and obtain feedback on their work. Designed paper and digital mobile interfaces and developed a hi-fidelity prototype.

Sonic Canvas (Ionic / AngularJS / NodeJS / Firebase)

Collaborative real-time canvas to create audio-visual art with people.

Fingerboard (Objective-C / C++ / Synthesis Toolkit)

An app that converts your iOS device into a wind based continuum music instrument controlled by the player's breath.

Binaural Man (Objective-C / C++ / BASS for iOS)

Binaural audio based adventure game for iOS.

Alan's Psychedelic Breakfast (C++ / OpenGL)

A real-time visualizer for the audio around you.