Trijeet Mukhopadhyay

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EDUCATION

Stanford University
M.S. Candidate, Computer Science – HCI
B.S. Computer Science – HCI, Class of '17

TEACHING

Instructor, spring '18
Music128: Stanford Laptop Orchestra — Composition, Coding, and Performance

Course assistant, spring '18
CS377E: Designing Solutions to Global Grand Challenges — Smart Healthcare

Course assistant, winter '18
CS247: HCI Design Studio

RELEVANT COURSEWORK

User Interface Design & Evaluation; HCI & Interaction Design Studio; d.media; Physical Interaction Design; Web Applications; Digital Art; HCI research and methods; Advanced Design Studio; Cognition of Interaction Design; Graduate Design Research Techniques

HONORS

Design Fellow, KPCB
http://kpcbfellows.com/   Class of 2016

Co-director, Stanford Laptop Orchestra
http://slork.stanford.edu/   2018

ORGANIZATIONS

Organizer, Treehacks
https://www.treehacks.com   2015 – 2017

Officer, BASES
http://bases.stanford.edu   2013 – 2014

SKILLS

Sketch; Adobe CC; Principle; Framer; Blender

JavaScript; HTML / CSS; C; C++; Python

ChucK; MaxMSP; Processing

INTERESTS

new media art, music composition / improv, piano / synthesizers, football (soccer), mixology

EXPERIENCE

Thoughtspot / Design Technologist   Sept '17 – Jan '18
Worked on the design system for the next generation of the Thoughtspot product (UI audit, Sketch libraries); built prototyping tools such as a generative system which spins up instances of the app with real data with different font pairings, type scales, weights, etc.

Uber / KPCB Design Fellow   June '16 – Sept '16
Product designer on the Emerging Markets Growth team on rider acquisition and experience, and driver engagement [WORK UNDER NDA — CONTACT DIRECTLY FOR DETAILS]

bebop / Software Engineering Intern   June '15 – August '15
Developed a modular front-end architecture to enable rapid app development on the bebop platform, and designed an intelligent peoples directory by surfacing relationships within an enterprise by analyzing the bebop entity dataset

EagerPanda / Product Designer   May '13 – August '14
Created wireframes and high-fidelity mockups for various components of the product, along with defining the design language of an early stage startup

RESEARCH

Performing Under Pressure
Designed a *stress-is-enhancing* biofeedback system which enables increased performance under stress. Key innovations are the implementation of a realtime stress measure using a heart rate sensor, and a glanceable display for the biofeedback. [FULL TEXT]

SELECTED PROJECTS

portfolio: http://trijeetm.com | https://www.behance.net/trijeetm

LatinXperience (Design research & strategy)
A design strategy project understanding the cultural experiences the Latino population of California seek. Synthesized enthnographies across 4 key markets of California into insights, and translated them to design principles for cultural institutions. [REPORT]

Granuleggs (Interaction design, prototyping)
Granuleggs are a new music controller for continuous control of a granular synthesis engine. Each controller is egg shaped, designed to fit the curve of your palm, and respond to movement, rotation, and finger pressure, allowing a musician to explore the textural potential of their samples and shape their perfect soundscape. [VIDEO]

Coursera Redesign (UI/UX design)
A critique of the current design of the web product, along with an alternate design (Sketch / Invision) focusing on better content discovery and consumption. [REPORT]

Digital Ghosts (Installation art)
Digital Ghosts is an installation art piece which captures data off the wireless network in its area, and brings them to life in an eerie yet organic nature. [VIDEO]

Nomadic Hues (Music composition, new media art)
Designed, written and composed for 12 laptops and humans, Nomadic Hues is a piece for the Stanford Laptop Orchestra which explores the duality of light and sound through digital nomads who have come upon a new world. [LIVE VIDEO]