

<http://trijeetm.com>  
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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;  
Web Applications

## ORGANIZATIONS

### KPCB Design Fellow

<http://kpcbfellows.com/> Class of 2016

### 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, football (soccer),  
bartending

## WORK EXPERIENCE

### Product design intern, Uber

<http://www.uber.com>

June '16 – Present

Working on the Emerging Markets team to create the Uber experience in India  
and other emerging markets [CONFIDENTIAL]

### Software engineering intern, bebop

<http://www.bebop.co>

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

### 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 defining the design language of the product

## SELECTED PROJECTS

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

### 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.