

<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; Data
Visualization; Web Applications;
Digital Art; HCI research

ORGANIZATIONS

Design Fellow, KPCB

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

Organizer, Treehacks

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

Associate, NavTalent

<http://www.navtalent.com/> 2016 – Present

Officer, BASES

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

SKILLS

design

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

Sketch; Photoshop; Illustrator;
Principle; Framer; Blender

technology

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

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

INTERESTS

new media art, music composition,
football (soccer), bartending

EXPERIENCE

Uber / KPCB Design Fellow

<http://www.uber.com>

June '16 – Sept '16

Interned as a product designer on the Emerging Markets Growth team to create experiences for emerging markets (India, SEA, EMEA and LATAM) [CONFIDENTIAL]

bebop / Software Engineering Intern

<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

EagerPanda / Product Designer

<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 product of this early stage startup

SELECTED PROJECTS

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

Digital Ghosts (Processing / NodeJS)

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.

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.