

# Trijeet Mukhopadhyay

## EDUCATION

### Stanford University

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

#### Relevant Coursework

User Interface Design & Evaluation;  
HCI & Interaction Design Studio;  
d.media; Physical Interaction Design;  
Data Visualization; Web Applications;  
Digital Art; HCI research and  
methods; Advanced Design Studio

## HONORS

### Design Fellow, KPCB

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

## ORGANIZATIONS

### Organizer, Treehacks

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

### Associate, NavTalent

<http://www.navtalent.com> 2016 – 2017

### Vice President, Spicmacay

[stanford.edu/spicmacay](http://stanford.edu/spicmacay) 2016 – 2017

### 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; React; MySQL; Ruby  
on Rails; OpenGL

## INTERESTS

new media art, composition / improv,  
piano / synthesizers, football, mixology

## EXPERIENCE

### Thoughtspot / Design Technologist

Sept '17 – Present

Making the design system for the next generation of the Thoughtspot product

### 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

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

### Granuleggs

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 (Sketch / InVision)

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

### 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. [VIDEO]

### Nomadic Hues (Chuck / Processing)

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]