

Trijeet Mukhopadhyay

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EDUCATION

Stanford University, Class of '17 (B.S. Computer Science — HCI)

Relevant Coursework: User Interface Design and Evaluation; HCI & Interaction Design Studio; Computer Systems and Architecture; Web Applications; Computer & Network Security; Design & Analysis of Algorithms; Music, Computing and Design (I & II).

WORK EXPERIENCE

Software Engineer, bebop (June '15 - August '15)

<http://www.bebop.co/>

- Full stack developer at stealth startup

UI/UX Designer, EagerPanda (May '13 - August '14)

<http://eagerpanda.com/>

- 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 (see more at: <http://trijeetm.com/#portfolio>)

Coursera Redesigned

<http://trijeetm.github.io/coursera-redesign.html>

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

SonicCanvas (Ionic / AngularJS / NodeJS / Firebase)

<https://github.com/trijeetm/SonicCanvas>

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

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

<https://github.com/trijeetm/Fingerboard>

A wind based continuum music instrument controlled by the player's breath.

BinauralMan (Objective-C / C++ / BASS for iOS)

<https://github.com/trijeetm/BinauralMan>

A binaural audio based game for iOS.

L'accompanier (C++ / OpenGL / FluidSynth)

<https://ccrma.stanford.edu/~trijeetm/l'accompanier/>

A live drums and bass accompanier for MIDI keyboardists to jam/perform with.

Flow (Ionic / AngularJS / SASS / Photoshop)

<http://stanford.edu/class/cs147/projects/creation/flow/>

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.

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

<https://ccrma.stanford.edu/~trijeetm/alan's-psychedelic-breakfast/>

A visualizer for real-time audio.

Quizr (Javascript / HTML5 / CSS3)

<http://quizr.me/>

A social platform for modern quizzing enthusiasts. Winner at /lisa (hackathon at IIT-Delhi).

hack-dj (ExpressJS / Compass / Jade / Spotify API)

<https://github.com/anunayk/hack-dj>

A web-app to create crowd controlled playlists and stream them for live events like parties, hackathons, restaurants. Developed at LAHacks.

STUDENT ORGANIZATIONS

Officer, TreeHacks

Helping organize the second edition of TreeHacks, Stanford's largest intercollegiate hackathon.

Officer, BASES Tech Team (Fall '13 - Spring '14)

BASES is the largest student entrepreneurship group on campus, dedicated to empowering entrepreneurs at Stanford through its immersive programs and powerful network. Developed the official BASES website; worked on internal tools and applications for other BASES teams.

LANGUAGES

JavaScript, C, C++, HTML5 & CSS3,
Ruby On Rails, OpenGL, Chuck.

SKILLS

rapid prototyping & wireframing, user research, interaction design
Sketch, Photoshop, Illustrator, Blender

INTERESTS

music composition / improv, soccer, amateur bartending, typography.