

# Trijeet Mukhopadhyay

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[www.trijeetm.com](http://www.trijeetm.com)

## EDUCATION

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

Relevant Coursework (by Spring 2016): User Interface Design & Evaluation; HCI & Interaction Design Studio; Physical Interaction Design; Data Visualization; Cognition of Interaction Design; Design & Manufacture; Computer Systems & Architecture; Web Applications; Algorithms.

## WORK EXPERIENCE

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

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

- Full stack Javascript 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 Redesign

<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

Organizing the second edition of Stanford's largest intercollegiate hackathon involving a \$300k+ budget and about 1000 attendees.

### 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.

## SKILLS

JavaScript, C, C++, HTML / CSS, Arduino, ChuckK, MaxMSP  
Angular, Ionic, Node, Ruby On Rails, OpenGL

UI/UX design, rapid prototyping & wireframing, needfinding, IxD  
Pen & Paper, Sketch3, Photoshop, Illustrator, Blender, Balsamiq, Invision

## INTERESTS

typography, laptop orchestra, music composition / production, soccer, bartending.