

Trijeet Mukhopadhyay

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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 (Angular / Node) at stealth startup
- Implemented modular front-end components & architecture to enable rapid app development on the bebop platform
- Designed an intelligent peoples directory by surfacing relationships within an enterprise by analyzing the bebop dataset

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.

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.

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.

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

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.