VARNIT JAIN

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Education

Georgia Institute of Technology
MS in Human-Computer Interaction 2021

Indraprastha Institute of Information Technology
BTech in Computer Science 2019

Skills

UX RESEARCH

Contextual Inquiry
Affinity Mapping
Interviews
Surveys
Task Analysis
Personas
Journey Mapping
Empathy Mapping
Usability Testing

UX DESIGN

Storyboard
Wireframes
User Journey
Hi-fi Prototyping
Data Visualization

DEVELOPMENT

Python, C++, C#, Java
HTML, CSS, Javascript, Flask
Android Studio
Unity3D, A-Frame, Vuforia, Spoke
Shell Scripting
Arduino, Raspberry Pi, Teensy, FPGA
SQL and MongoDB
OpenCV
TensorFlow

Experience

Ubicomp Group
Graduate Research Assistant   Aug. 2019 to Current
- Conducting Interviews and Cognitive Walkthroughs with clinical psychologists to understand the limitations of Prolonged Exposure therapy and designing technological solutions to overcome them.
- Identified issues relating to self-report from patients and transparency of the treatment progress.
- Designing an android application for PTSD patients to measure their engagement/stress levels, providing a progress platform, and generating the best treatment practices.

NCR Corporation
Accessibility Research Project   Aug. 2019 to Dec. 2019
- Performed task analysis, contextual inquiry, and interviews; identified accessibility issues in the XK32 Interactive Kiosk System for wheelchair users.
- Designed an accessibility mode that enabled tab indexing using the existing D-pad; usability tests gave an overall satisfaction level of 86.6%.

Precog
Undergraduate UX Researcher   Jan. 2018 to May 2019
- Led the research, design, and development in a diverse team of 6 to transform a concept into a product and launch it on the Android Play Store (Mime - 4.6 rating, 1000+ organic users).
- Used a variety of user research strategies - Surveys, Deceptive Study, Interviews, Affinity Mapping, Journey Mapping, Usability Testing for 136 users - to support the platform's information architecture and guide interface design decisions.

Delhi Traffic Police
Bachelor's Thesis   Jan. 2018 to May 2019
- Conducted Interviews and Contextual Inquiries with 9 traffic police officers to determine existing traffic management practices, and found opportunities for automation.
- Designed and deployed 2 new features in the management system that reduced the workload of officers by providing realtime traffic updates and suggesting best practices for management.
- Reduced the average traffic query response time by 8.3 minutes.

BrailleIO
Visual Accessibility Research   Jan. 2016 to May 2016
- Visited a school for the visually challenged for interviews and contextual inquiry with 6 kids and 2 teachers, and identified issues related to accessibility and cost.
- Built a prototype of a Braille printer by creating a 3-axis CNC using old CD/DVD drives (total cost < $5); selected as the best project out of 48 and selected for demonstration in the Maker Faire '16.

Publications

ACM CHI 2019 - VirtualBricks
VR Experience Design   May 2018 to Sept. 2018
- Designed and Developed Virtual Reality Experiences on Unity for a VR-Developer-Toolkit that enables building custom VR controllers with Lego.
- Set up serial communication between the hardware and software for lag-free user experience.

ACM UIST 2018 - Jamoora
Animatronics   July 2018 to Oct. 2018
- Improved the storytelling experience by building a robot that enacts any given narrative.
- Combined realtime speech-recognition and music-emotion detection using animatronics to increase engagement.

Awards

Dean's Outstanding Innovation Award   2019

Dean's Award for Academic Excellence Award   2018