

## WORK EXPERIENCE

### SIEMENS RESEARCH • UX RESEARCH INTERN

MAY 2017 - JUNE 2017 | BENGALURU, INDIA  
(2 MONTHS)

- UX research in the domain of Augmented/Mixed Reality
- Designing and prototyping applications for Microsoft Hololens
- Multiple AR prototyping using Vuforia

### SHIPSY • LEAD INTERACTION DESIGNER

JANUARY 2016 - JULY 2016 | GURUGRAM, INDIA  
(7 MONTHS)

- Worked on multiple projects ranging from internal company products to consumer products
- Major projects: Dashboard for Logistic Hubs Manager, Geo-Fencing App for field executives, Rider App for delivery boys, Analytics platform for Logistics, Pickup and Delivery pre-booking web platform
- Responsible for Information Architecture, Flowcharts, Wireframing, Interface design and Prototyping
- Key role in the defining scope of the projects and working with front-end and back-end teams extensively to come up with a finished product

### ZILLION DREAMS • UI / UX DESIGNER

MAY 2015 - JANUARY 2016 | GURUGRAM, INDIA  
(8 MONTHS)

- Worked on website design, icons design and email cards
- Responsible for designing interface for mobile applications and web applications
- Conducting user interviews to gather insights and strategizing the product experience

### FREELANCE • ARCHITECT / DESIGNER

JANUARY 2014 - JUNE 2016 | NEW DELHI, INDIA  
(2 YEARS 6 MONTHS)

- Worked on various architectural projects from design to execution level
- Interior and furniture design and execution
- Worked on multiple brand and identity design projects, UX/UI projects

### M:OFA STUDIOS • ARCHITECTURAL INTERN

JUNE 2013 - NOVEMBER 2013 | NEW DELHI, INDIA  
(6 MONTHS)

- Primary role was to design, draft construction drawings and making site visits
- Worked on Interior Design and Architectural Design Projects
- Worked on studio website design and booklet design (studio portfolio)

## EDUCATION

### INDIAN INSTITUTE OF TECHNOLOGY, BOMBAY • MASTER OF DESIGN

JULY 2016 - MAY 2018 (EXPECTED) | MUMBAI, INDIA

#### INTERACTION DESIGN

### DCR UNIVERSITY OF SCIENCE & TECH, MURTHAL • BACHELOR OF ARCHITECTURE

AUGUST 2010 - MAY 2015 | HARYANA, INDIA

#### ARCHITECTURE DESIGN

## SKILLS

#### DESIGN

UX Research  
User Studies  
Usability Evaluation  
Information Architecture  
Wireframing  
Prototyping  
Rapid Prototyping  
User Persona  
Parametric Modeling  
Animation  
Motion Graphics

#### SOFTWARE

Sketch  
Unity (Vuforia, Hololens, VR)  
Origami  
Illustrator  
Photoshop  
InDesign  
After Effects  
Invision  
Premiere Pro  
CAD Tools (2D+3D)  
KeyShot

#### LANGUAGES

HTML  
Css  
C#  
JavaScript

# ACADEMIC PROJECTS

## NATIONAL MUSEUM OF EMERGING SCIENCE AND INNOVATIONS

### ARCHITECTURAL THESIS

#AugmentedReality #ParametricArchitecture #ComputationalDesign #KineticFacades #MicrosoftHololens

The project was to design a museum is to showcase the upcoming technologies and trends to the masses. The project included the architectural space design, experience design and kinetic facade design for the museum.

## COLLABORATIVE MIXED REALITY PLATFORM FOR AEC INDUSTRY

### SEMESTER PROJECT

#MixedReality #MicrosoftHololens #CSCW #Architecture #Engineering #Construction #BIM

The project looks into the opportunity space of enhancing the collaborative systems used by multi-disciplinary user in AEC industry using mixed reality.

## ANTIDOTE TO APATHY

### COURSE PROJECT

#VirtualReality #htcVive #UnrealEngine #VRExperience #Empathy #MumbaiAttacks

An experimental project to generate a feeling of empathy in the users but putting them up in a situation based on a real life event. The project was put up as an installation in Interact 2017

## KINDRED

### COURSE PROJECT

#Socialize #MobileApp #InterfaceDesign

Kindred is a social platform through which one can share images and videos as daily stories, know about his/her family tree which would help in strengthening the internal family connection.

## DYNABOW

### COURSE PROJECT

#MedicalEquipment #Orthodontics #IndustrialDesign #Arduino #Sensors #Grasshopper #InteractionDesign #Rhino3D

Dynabow is a medical equipment designed for orthodontists, which enables them to record the physiological movements of the jaw and reproduce a faithful replica of those movements which would help in the fabrication of prosthesis.

# PATENTS

## Enhancing Situational Awareness using Augmented Reality

Filed Jul 2017 • eu 2017E13540

(Patent Pending)

# HOBBIES

## Music

Instrumentalist

(Primary Instrument- Guitar)

Lead guitar player at Rosh

(Delhi based professional band)

## Swimming

Participation at State Level

## Cooking

When living away from parents

# AWARDS

## ‘Hackathon Winner’

<I\_HACK> , E-SUMMIT, IIT Bombay

Pulse: An Opinion Collection System (Software)

## ‘Best Installation Award’

INDIA HCI 2016

Augmented Reality Based Jigsaw Puzzle Game

## ‘Product Design Competition’

JUNKMORPHIA

Competition supported by Ministry of Environment  
Forest & Climate Change , United Nations Development  
Program and Centre for Environmental Education