

EDUCATION

IIT Guwahati
Final Year,
Bachelors of Design,
SPI: 9.11 | CPI: 8.24

Modern School, Kota
12th: 92.7%
10th: 9.8/10 CGPA

INTERESTS

User Experience
Interaction Design
Ethnography
Tangible Media
Web Development
Design Thinking

SKILLS

Contextual Inquiry
Focus Group
Information Architecture
Heuristics Evaluation
Affinity Analysis
Card Sorting
Quantitative Research
Ethnographic Study
Personas and Scenarios
Wireframes
Prototyping
User Testing

SOFTWARES

Adobe After Effects
Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Axure
Balsamiq
Paper
Final Cut Pro
Google SketchUp

Programming

Basics of HTML/CSS
Javascript,
Python, C

EXPERIENCE

UX Design Intern, Amazon.com (May 2015- July 2015)

Working alongside the Amazon Transport UX Team to design a real time monitoring tool to depict the the flow of packages as it travels between various arcs and nodes within the Amazon network.

UX Intern, Cloud Academy.com (March 2015-April 2015)

I was involved in designing customer facing pages of the the CloudAcademy website including the team page, testimonial page, products page, and leaderboard.

UX Researcher, EI Lab IIT Guwahati & Samsung R&D Bangalore (Sept 2014- Ongoing)

The research aims at exploration of novel concepts to improve the mobile experience for who are dealing motor, speech, cognitive, and hearing problems.

Design Research Internship, TU Delft University, Netherland (June-Aug 2014)

Study of various energy sharing systems and design of a serious game platform to observe how different sharing energy scenarios representing scarcity and abundance may trigger reconfiguration of practices around energy between neighborhoods.

UX Design Internship, [x] Cube labs, Hyderabad, India (May-July 2014)

Design of several in house and client based android and ios applications, and usability evaluation and redesign of existing applications. Tasks performed were competitive analysis, concept models, user interviews, IA's, wireframes, GUI and rapid prototyping.

Motion Designer, Bookpad Tech. (now acquired by Yahoo) (Oct 2013)

Conceptualization and creation of a motion graphic video for their flagship product, Docspad. The video was presented at Techcrunch Conference held in Bangalore

Visual Design Internship, Huge H Web Services, Mumbai (May-June 2013)

Worked on creating graphics and visuals for various inhouse and client based websites, posters, and brochures.

PROJECTS

Stanford Longevity Design Challenge: Communication System Design for Elderly

A very minimalist mobile device is designed for elders to help them communicate with caretakers during emergency. Further, an android application was designed caretaker through which the caretaker can communicate with elderly and also use other features incorporated in it.

Tangify: A Tangible Learning Toolkit for Specially Abled Children.

The targeted solution mainly targets three disabilities including autism, cerebral palsy and ADHD. In the current system that we have designed, children can learn about different characteristics of a fruits by placing different tokens of the fruit on the Tangify platform.

CodeBits: A Tangible Programming Toolkit for K-12 Curriculum.

Code Bits, is a paper based tangible computational thinking toolkit that is inexpensive and can be used by students to engage in activities that aim in improvising their computational thinking skills. The students create programs using the tangible paper bits on any flat surface and use the Code Bits mobile application to process the code.

Honeywell Aero Design Challenge: Electronic Checklist Systemt

Data from previous flight accidents and pilot interviews were carefully analyzed to create a system which would migrate the current paper based checklist to Electronic Checklist System.