

## SUMMARY

I am passionate about designing pleasant experiences for users through not just effective but memorable, enjoyable and desirable user-centered designs. Seeking a full-time position to work in the field of experience / interaction design or user experience research.

## WORK EXPERIENCE

**Ducere Technologies Pvt Ltd** as Interaction Designer  
NOV 2015 - NOW / Hyderabad, INDIA

- Part of the R&D team working on ideas for innovative products.
- Engaged closely with the stakeholders, performed requirement analysis, designed hardware - software interaction, developed lo-hi fidelity prototypes by following user centred design process.
- Contributing in the design/development/testing of LeChal (main product) smartphone apps and product website.

**HIT Lab** as Interaction Designer and Researcher  
DEC 2014 - JULY 2015 / Christchurch, NZ

- Masters Thesis on "Wearable tools for affective remote collaboration".
- Designed, prototyped and evaluated smartphone applications for the University, Tourist application for the Christchurch city and an emotion sharing application.
- Worked on projects Biomass, CSense, CoSense, gloveControl and Warehouse Navigator.

Experience also includes 1.5 year of working as a Design Engineer for Ducere Technologies Pvt. Ltd. and Farasbee where I designed hardware interactions, developed prototypes and tested with the users. Also worked for 1 year as an Independent Consultant for companies that involve providing assistance in developing electronic projects and company website, during undergraduate studies.

## PUBLICATIONS & PATENTS

### Books, Thesis and Patents

**"Is It in Your Eyes? Explorations in Using Gaze Cues for Remote Collaboration"**

Collaboration Meets Interactive Spaces- Springer International Publishing

**"Wearable Tools for Affective Remote Collaboration"**

University of Canterbury. Human Interface Technology Lab, NZ

**"System and method for haptic based interaction" : US-Patent**

( <http://tinyurl.com/olv5vew> )

## EDUCATION

**HITLab, University of Canterbury**  
2014-2015 / Christchurch, New Zealand  
Masters of Human Interface Technology (MHIT).

**Rajasthan Technical University**  
2007-2011 / Kota, India  
Bachelor of Technology in Electronics and Communication Engg.

## SKILLS

### HCI Research

Requirement Analysis, Focus Groups, User interviews, Surveys, Persona, Scenario, Usability Testing, Evaluation.

### Design

Sketching, Storyboarding, Illustrations, IA, Wire-Framing, UI design, Rapid Interactive Prototyping.

### Prototyping Tools

PopApp, Proto.io, UXPin, InVision, App Inventor, Arduino, Openframework, Keynote, Balsamiq, Sketch 3, Makerbot 3D printing, Processing.

### Multimedia Tools

Photoshop, Illustrator, Final Cut Pro, Lightroom, Apple Motion 5

### Programming

C / C++, Python, NodeJS, HTML, Javascript, CSS.

### Papers

**"Do You See What I See? The Effect of Gaze Tracking on Task Space Remote Collaboration"**

IEEE Transactions on Visualization and Computer Graphics

**"CoSense: Creating Shared Emotional Experiences"**

Proceedings of the 33rd Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems