

SUMMARY

I am passionate about designing pleasant experiences for users through not just effective but memorable, enjoyable and desirable user-centered designs. Seeking for a PhD opportunity with a research interest in the field of improving the wellbeing of ageing population.

WORK EXPERIENCE

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

- Part of the R&D team working on the new product ideas.
- 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

Filed by Ducere Technologies. Pvt. Ltd.

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