

EDUCATION**MS in Human-Computer Interaction**

Luddy School of Informatics, Computing & Engineering (GPA:3.67)

August 2022 - May 2024 (expected)**BE in Mechanical Engineering**

Visvesvaraya Technological University (GPA: 8.27)

August 2015 - May 2019**Related Coursework:** Computer-Aided Design, Innovative Product Design and Development, Manufacturing, Statistical quality control**SKILLS**

- **Design tools:** Figma, Adobe XD, Sketch
- **Storyboarding tool:** Storyboard That
- **Prototyping tool:** Balsamiq
- **Modeling tool:** Solid Edge/Solid Works

UX Research: Competitive research, User interviews, Participant recruitment and scheduling, User research, Think-aloud strategy, Heuristic evaluation, Usability testing through task analysis and System Usability Scale reports

UX Design: Brainstorming, Empathy mapping, Affinity diagramming, User personas, Storyboarding, Diagramming, Wireframing, Design systems and Style guides, Graphic design, Interaction design, Visual design, Low and High fidelity Prototyping

EXPERIENCE**GRADUATE RESEARCH ASSISTANT Luddy School of Informatics, Computing & Engineering****August 2022 - Present**

- Uncovering key insights for developing assistive technologies to help people with cognitive impairments reduce the need for strangers' aid at Sheltered Living Facilities.

DESIGN INTERN**The Nation Building Inc.****March 2022 - September 2022**

- Designed engaging visual content about fundraising events after determining that social media presence and user engagement are top priorities for the organization. Increased user engagement on Instagram by 24% by collaborating with Media & Design department.

TECHNICAL ILLUSTRATOR**Capgemini****June 2019 - May 2021**

- Remodeled complex Airbus Computer Aided Designs, design solutions, aircraft layouts and 3D component models into simplified technical illustrations leveraged by aircraft engineers for servicing and performing maintenance checks.
- Received the Star Performer award for finest illustrations in 3 consecutive quarters during heavy workload from various Airbus projects.
- Migrated inefficient legacy designs to interactive and modern maintenance guides used by technicians on digital interfaces for the Avions de Transport Regional (ATR) Aircraft project.

INTERN**Larsen & Toubro Construction Equipment Ltd.****July 2018 - August 2018**

- Conducted snag analysis of L&T 990HF Asphalt Compactors to reduce the high rework rate in its assembly line, and formulated structured data related to its defects.
- Performed root cause analysis for these defects through the Fishbone methodology to assist the quality department to fix the source of these defects, thereby making the product industry standards conformant.

PROJECTS**Job search - Web and mobile application for SMBs****Spring 2022**

End-to-end B2B web-based platform for SMBs to post job vacancies, and a B2C mobile-based platform for recruiters to assist non-tech savvy and low-literate job seekers apply for the job.

- Documented a list of pain points for job applicants by conducting user interviews and field research.
- Provided solutions to facilitate an equitable system by eliminating language barriers and creating a feedback system for jobs posted.
- Incorporated assistive technologies to aid applicants to interface through voice messages and SMS.

Carbon Tracker mobile application**Spring 2022**

Designed an application on Figma, with the MVP to track an individual's carbon footprint on a regular basis to address the Indiana University Grand Challenge under the 'Prepared for Environmental Change' category.

- Generated two personas with their associated pain points using Affinity and Empathy Mapping for the data obtained through existing research, interviews and observations.
- Orchestrated the storyboarding sessions and arrived at three potential solutions for both personas.
- Developed a design system and high-fidelity prototypes on Figma using wireframes and low-fidelity screens created on Balsamiq.

Animal Shelter mobile application**January 2022**

The Minimum Viable Product (MVP) of the application is to report animal incidents observed on a regular basis effectively. Other features of the application include adoptions, ambulance services, and vaccination camps.

- Conducted user interviews to obtain pain points, developed two personas, and carried out competitive research to evaluate the current methods in place for animal welfare.
- Designed wireframes, low and high-fidelity prototypes in Figma to facilitate streamlined communication between shelters and civilians.

Suspension-based truck weighing system**August 2019**

Interviewed truck drivers to inspect time delays at weighing stations and proposed a novel solution by constructing a prototype that displays the truck's load in real-time using strain gauges, hence avoiding supply chain delays.

CERTIFICATIONS

- Google UX Design professional certification, Coursera. Grade: 92.74%.
- Introduction to User Experience Design course, Georgia Institute of Technology. Grade: 96.56%.
- All Terrain Vehicle Designing and Fabrication course offered by Elite Techno Groups.