

Skills

UX Design

Brainstorming
Information Architecture
Wireframing
Storyboards
Mockups
Prototyping

UX Prototyping

Hi-Fidelity Prototyping (Axure)
Hardware + Software
Rapid Research Prototypes
CAD Modeling

Frameworks

Android
Arduino
Robot Operating System
Processing, P5.js

Software

C, C++
Python
Shell Scripting
HTML, CSS

User Research

Contextual Inquiry
Survey Design
Affinity Mapping
Personas

Design Tools

Adobe Creative Suite
Axure
Figma

Awards

Reviewers Choice Award,
2019, Full Paper, INTERACT

Motorola Gold Medal, 2017
Excellence in electronics,
awarded to one student

Winner, 2016
IEEE ComSoc National Project
Contest

Represented India, 2013
International Robotics
Competition (Robocon)

Education

MS in Human Computer Interaction

Georgia Institute of Technology

Aug 2019 - Dec 2021

Bachelor of Engineering in Electronics

University of Pune (SSPU)

Jul 2013 - Jul 2016

Experience

Sr. User Experience Designer

Motorola Solutions

May 2021 - Present

User experience lead and co-lead on a variety of projects ranging from wearables to in-vehicle systems. I lead UX in a cross functional team, collaborating with industrial design, engineering and product management.

I've also initiated rapid prototyping efforts which has allowed my team to gather detailed user insights while reducing development effort, resulting in a program time improvement by approximately 9 months per project.

Interaction Designer IIT Bombay

May 2018 - Jun 2019

Used a participatory design process to design and develop an open ended problem solving app using augmented reality along with tangible elements. This helped students interact with complex problems on a life size scale, showing a statistically significant increase in creativity and divergent thinking.

Worked towards enabling visually impaired individuals to perceive typically visual charts like bar and pie graphs. Designed a novel auditory interface using a combination of speech, tone and binaural audio, resulting in 11% increase in speed and 70% increase in accuracy. Oversaw successful handover of assets to clients.

Embedded Developer Flytbase Inc

Dec 2016 - Oct 2017

Designed the hardware for the next-gen iteration of an advanced drone (multi-rotor) autopilot system. Worked on end to end product design and 100% goal fulfilment towards the indiegogo crowdfunding campaign.

Publications

Exploring Effect of Different External Stimuli on Body Association In VR

IEEEVR 2020

Study of Augmented Reality Interaction Mediums towards Collaboratively Solving Open-Ended Problems

ICCE 2019

Comparing User Performance on Parallel-Tone, Parallel-Speech, Serial-Tone and Serial-Speech Auditory Graphs

INTERACT 2019