

VINEET KAMBOJ

UX DESIGNER & CREATIVE TECHNOLOGIST

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📍 SF Bay Area, California, USA

www.vineetkamboj.com

Senior UX Designer with 7+ years of experience with expertise in leading innovation at the intersection of AI and Immersive Technologies (XR), shaping the future of next-generation HCI blending the physical and digital worlds.

WORK EXPERIENCE



SLB (SCHLUMBERGER) • SENIOR UX DESIGNER

(7+ YRS | ONGOING)

SOFTWARE TECHNOLOGY INNOVATION CENTER (STIC)

DEC 2019 - PRESENT | MENLO PARK, CA

At STIC, I deliver visionary experiences through interactive proof of concepts, driving the next generation of software products.

Design Thinking: Executed 15+ high-impact design thinking workshops and ideation sessions resulting in the creation of innovative concepts & critical business decisions. Led the workshop that defined SLB's AI strategy, inception of SLB's first LLM and multi-modal Gen AI products.

Innovation: Spearheaded design from conceptualization to execution for 30+ visionary projects across diverse platforms (web, mobile, XR devices), hardware and cutting-edge technologies like AR, VR, Robotics & Hardware, IIoT, AI/ML, and HPC, resulting in innovative proof of concepts and impactful products.

Collaboration: Partnered closely with cross-functional teams to craft intuitive hybrid experiences, involving hardware and software interactions.

Strategy: Presented and communicated design vision and strategy to business stakeholders and developers for more than 10 visionary projects.

Management: Served as the key liaison between internal teams and external partners, supervising design aspects of multiple cross-functional projects leading to formalization of strategic business partnerships.

Dissemination: Delivered 20+ talks on the topics in the domain of UX, XR and AI-driven design at conferences, company-wide events, and external clients.

Mentorship: Guided design interns and junior designers through project development and design processes, ensuring successful project completion.

Prototyping: Produced over 15+ hybrid physical-digital interactive applications as proof of concepts utilizing diverse technology stacks, tools, libraries and SDKs.

PUNE TECHNOLOGY CENTER (PUTC)

JUN 2018 - NOV 2019 | PUNE, INDIA

Led the design of over 4 B2B applications as part of SLB's DELFI cognitive E&P environment, from the inception stage to the final execution and deployment. The applications collectively increased company's revenue by 18%.



SIEMENS RESEARCH • UX RESEARCH INTERN

MAY 2017 - JUN 2017 | BENGALURU, INDIA

Planned and led a research project at the intersection of Mixed Reality and Situational Awareness in the Oil & Gas domain. I prepared a project report, developed prototypes and submitted a patent application as final deliverable.

**find more work history [here](#)

EDUCATION

INDIAN INSTITUTE OF TECHNOLOGY, BOMBAY

MASTER OF DESIGN

INTERACTION DESIGN

JUL 2016 - MAY 2018 | MUMBAI, INDIA

DCR UNIV. OF SCIENCE & TECH, MURTHAL

BACHELOR OF ARCHITECTURE

ARCHITECTURE DESIGN

AUG 2010 - MAY 2015 | HARYANA, INDIA

SKILLS

DESIGN

UX Research	User Testing
DT & UX Workshops	Prototyping
Game Design	3D/Spatial UI Design
Design Strategy	2D Interface Design
A/B Testing	Hi-Fi Mockups
Service Design	3D Modeling & Printing

SOFTWARE

Game Engines	Prototyping
Unity 3D	Reality Composer Pro
Unreal Engine	ShapesXR
CAD Tools	Figma
Rhino 3D	Graphics
Blender	Illustrator
AutoCAD	Photoshop
Grasshopper 3D	Video & Motion
AI Tools	Premiere Pro
Bezi	After Effects
ComfyUI	Cinema 4D
Microcontrollers	XR Hardware
Arduino, Raspberry Pi	Almost all out there!

LANGUAGES

C# | HTML | CSS | JavaScript | Python | Three.js