

### Education:

**2007- 2009** Master of Design in Interaction Design at Industrial Design Centre (IDC), IIT Bombay.

**2001- 2005** Bachelors of Production Engineering at Jawaharlal Nehru Engg. College, Dr. B.A.M University, Aurangabad.

### Areas of Interest:

HCI, Design Research, User Experience Design, Product Interaction Design, Social Computing, Auto-Styling

### Experience:

**Summer Internship:** I worked with 'Impelsys India Pvt. Ltd. Bangalore' which is a leading E-Publishing Industry as 'Research & Interaction designer' for i-Platform.

The work was to research and design the social networking E-learning web portal for K-12 Students and take it up to the level of prototyping.

### Projects:

**Futuristic Computing Device For Women:** The intent of the project was to design the intimate virtual space which will help working women to stay connected with the love ones without actually invading their personal space also to share & communicate messages and experiences in more personal and intimate ways using the new or existing technology.

**Mobile Phone For Deaf:** The aim of this project was to conceptualise the mobile phone which will solve communication problem and will create an interface which will give a feel of communication. The project went through the understanding the basic needs of deaf and mute users through user studies, study of existing technologies, concept generation and prototype development.

**Singo:** A social networking project offered by Google, this project aims at designing an interactive system for social networking and sharing between hobby groups.

Singo is an experiment and a new step in the world of music where potential and professional singers, lyricists, musicians and stake holder can express, share and compose music anywhere and anytime. It is a virtual space where new talent and new music trends can emerge and can be spotted by the stakeholders.

**User Studies:** The aim of the Nokia project was to understand the problems, needs and preferences of semi-literates mobile phone users. The task was to find out the preference of language in mobile phone and study the problems faced by user while using Indian language mobile phone (Marathi and Hindi).

**Devanagari Text Input in Mobile Phones (Nokia, Samsung, Sony-Ericson):** The aim of the Nokia project was to do the comparative study of Indian language text input in different mobile phones.

**Usability Evaluation:** Usability evaluation techniques were followed during the usability evaluation of cricbuzz.com and Window's Vista CD-DVD Burning software.

**Designing for Interactivity 'Buddy':** The aim of the project was to design the social interaction system for key children. The device was designed for the Key-children to share and communicate as well as to enhance the learning and creative abilities.

**Mobile Application for Youngsters:** The project aimed at creating a user experience and an innovative time representation interface on mobile phone for youngsters.

**Spoon Design for Kids:** The project aimed at designing the spoon to suit the needs of 3-6 yrs. old kids using human factors and ergonomics principles by identifying the problems in existing spoon.

**Installation at TechFest '09:** It was a collaborative project aimed at creating an installation for TechFest visiting crowd, where they can interact by sending SMS from mobile phones.

**Vehicle for Indian Postman:** The auto-styling project aimed at designing the easy mode of transport for Indian postman using ergonomics and engineering principles, to give identity to Indian postman.

**Manual Pulled Rickshaw:** The auto-styling project aimed at styling the manual pulled rickshaw and represent it using different rendering techniques.

## Skills:

### Design Skills:

- Brain storming, Mind mapping, Media mapping, Data Visualization, Information architecture, Contextual Inquiry techniques, Affinities analysis, Building Personas & Scenarios, Concept generation, Paper and Video Prototyping, Usability Evaluation, User Testing, Interface Design, Human Factors in Design,
- Prototyping in different materials, CAD, Sketching and Photoshop Rendering, Digital Photography.

### Softwares Skills:

- Catia V5, AutoCAD, Rhinoceros, HyperShot, MDT, Basics of Pro-Engineer.
- Adobe Photoshop, Adobe Illustrator, Adobe Indesign, Adobe Flash, Adobe Fireworks, Corel Draw, Microsoft Office.
- Axure, Denim, Free Mind.

## Personal Information:

**Date of Birth:** 13th April 1984

**Nationality:** Indian

**Marrital Status:** Single

**Languages Known:** English, Hindi, Marathi

**Interests:** Sketching & Painting, Digital Photography,  
Wheel Pottery

### Permanent Address:

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## Portfolio:

Can be sent if required