

# mehul agrawal

User-Experience and Interaction Designer

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## EDUCATION

**Bachelor's of Design** | Indian Institute of Technology Guwahati | 2014

**MS Human Computer Interaction / Design** | Indiana University | 2017

## EXPERIENCE

**UX & Interaction Design Intern- Motorola Solutions, US** | May 16 - Aug 16

Envisioned the future police patrol with autonomous police cars from the lens of experience design. Also, designed and evaluated smart reply-based text input system for police officers.

**Associate Instructor- Indiana University** | Aug 15 - Jan 17

Mentoring student projects and design concepts for two undergraduate courses on HCI/Interaction Design and Prototyping with Arduino tools.

**Associate UX Designer- Cognizant, India** | Jul 14 - May 15

Designed task flows, information architecture and wireframes for a project management tool and an enterprise dashboard solution. Coordinated with development and business teams to introduce the product to the market.

**Industry Collaboration- Microsoft, India** | Feb 14 - Jul 14

Conducted activity-based user study and designed pen-gesture based interactions for enhancing the note-taking experience on tablets, specifically for Microsoft Surface.

**Research Scholar- e-media Lab, KU Leuven, Belgium** | May 13 - Jul 13

Designed gestures for a soft TV-remote based on insights gained from user research. Used Skweezee technology to prototype the gestures.

## PROJECTS

**Proxemic interactions for connected devices** | Dec 16 - May 17

Re-thinking interactions with connected devices using proximity based interactions. This will let users control the devices based on proximity making interactions with them easier and faster.

**Space Museum Experience Design** | March 16 - April 16

Envisioned museum to provide an experience that astronauts have when they see earth from space for the first time (Overview Effect) by combining physical motion with virtual reality.

## COMPETENCIES

### UX Design

Competitive Analysis, Brand Study, Use Cases, Storytelling, Affinity Analysis, Info. Architecture, Task Flow, Card Sorting, Persona, Rapid Prototyping, Interaction Flows, Wireframes, UI and Visual Design

### User Research Toolkit

Activity based study, Contextual Inquiry, Interviews, Survey, Cognitive Walk-through, Observation, A/B Testing, User Journey, Usability Testing, Heuristic Evaluation

### Interaction Design

Web, Mobile, Wearables, Gestures, Tangible Interfaces, Conversational and Voice User Interface.

### Design | Prototyping Tools

Adobe (Illustrator, Photoshop, XD, After Effects), Sketch, Axure, Framer, Principle, Arduino, 3D Printing and Laser Cutting, Solidworks

### Programming

HTML5/CSS3, Javascript, Processing, Arduino, C, Android Basics

## NOTABLE

**Four publications** in international HCI conferences- IUI 2012, APCHI 2012, OzCHI 2013 and ICoRD 2015.

### Branding (Design) Manager

Part of core team managing branding for college fest, Techniche 2012

### Winner

Cheng Wu Innovation Challenge'17