KAUSHAL AGRAWAL

PROJECTS

SNAP | MAY' 2012

Snap is built on the idea of allowing people to click pictures on the go. It uses a camera mounted on the glasses to click pictures when a person makes an 'L' shaped gesture.

PLAN FOR SCHOOL | DEC' 2011

Plan For School is a university application organizer that provides tools to manage the information required for successful and timely completion of university applications.

[http://planforschool.net]

MEMORIZ | OCT' 2011

Winner Facebook Hackathon, CMU

Memoriz allows Facebook users to connect their albums with events they attended and share it with their friends.

GROOPIEZ | SEP' 2011

Winner Yahoo Hackathon HackU, CMU

Groopiez is a social networking website that allows music lovers to connect and plan concert trips and leverages information from Facebook and last.fm.

[http://groopiez.com]

WORK EXPERIENCE

PANASONIC + MHCI CAPSTONE PROJECT | JAN' 2012 - PRESENT TECHNICAL LEAD & INTERACTION DESIGNER

 Conducted user research and developed a prototype that will provide compelling and meaningful experience for users in a public space using technologies feasible within the next 3-5 years.

MYFIGMENTS.COM | JUN' 2010 - AUG' 2011

FOUNDER, ARTIST & WEB DEVELOPER

- Worked on web development, logo design and graphic design.
- o Developed jQuery plugins and facebook applications.

ORACLE, INDIA | JUN' 2009 - JUL' 2011 MEMBER TECHNICAL STAFF

- Developed *Self Tutor*, an application for internal use, used for tracking work related issues and solutions.
- Worked on integration and automation of Identity Management Suite, Oracle Middleware and Fusion Applications.

SYMANTEC, INDIA | OCT' 2008 - APR' 2009

PROJECT INTERN

 Developed Provault, a project based on new storage model abstracted in the form of protected storage, faster storage and remote storage for a Linux desktop user.

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EDUCATION

CARNEGIE MELLON UNIVERSITY | AUG' 2012 MASTERS HUMAN COMPUTER INTERACTION GPA: 3.98

UNIVERSITY OF PUNE, INDIA | JUN' 2009 BE - INFORMATION TECHNOLOGY GPA: 4.0

SKILLS

PROGRAMMING SKILLS

C, C++, Java, SQL HTML, Javascript, PHP, JQuery, CSS Linux, Windows, Mac OSX Android, iOS

HCI METHODS

Contextual Inquiry Heuristic Evaluation Task Analysis Affinity Diagramming Rapid Prototyping Think Aloud Studies

DESIGN SKILLS

Web & Graphic Design Data Visualization Video Editing

SOFTWARE TOOLS

Photoshop, Illustrator, Indesign, Flash Unity3D, 3Ds Max Selenium IDE, LISA, QTP Visual Studio, Processing

COURSES

User Centered Reseach and Evaluation Interactive Art and Computational Design Interaction Design Fundamentals Software Structure for User Interfaces Entertainment Design Studio