

SUMEET JAIN

User Experience Engineer
Interaction Designer

Enthusiastic about identifying and solving complex problems of the future through research in technology and design. Striving to make an impact in the HCI field for decades to come. [Seeking UX research and engineering internship for summer 2017.](#)

EXPERIENCE

Graduate Research Assistant | Jan'17 – Current

IPDL, Georgia Tech

Designing, implementing and evaluating traditional and new input/output systems to perform online social media activities in cars. Also exploring sensor and product design for a novel in-ear wearable that monitors blood pressure in humans continuously.

Senior Application Developer | Jun'13 – Jul'16

Schneider Electric IPO, India

Established UX guidelines for Schneider's future app platform. [Designed and developed six enterprise mobile](#) applications which involved sketching, mockup creation, [motion](#) and [interaction design](#).

Led an internal team working on emerging technologies for workspace of the future. Conducted 5+ PoC's for next-generation of enterprise tools such as a gesture-controlled slideshow and RFID controlled inventory management.

Conducted enterprise wide [quantitative analysis](#) to identify low app adoption rate among the employees. Conceptualized and implemented [breakthrough Mobile Application Management solution](#) which increased [app adoption rate](#) from [1% to 80%](#).

Research Intern | Dec'12

Carnegie Mellon University, USA

[Published](#) a paper as the [first author](#) in ICCE 2013. Developed an artificially intelligent IRC chat bot which recognizes poor questions on online groups by novice users and helps them to improve question formulation. Planned and conducted [usability study](#).

SELECTED PROJECTS

Experihance | Jun'16 – Dec'16

Designed a novel and low cost [haptic augmented reality](#) heads up [wearable](#) to improve [social experience](#) of the users in [live events](#). Conducted user interviews, [affinity mapping](#), [contextual inquires](#) and design evaluation to guide the final product.

Soundtrak | Aug'16 – Nov'16 *Patent Pending, Under Review IMWUT 2017*

Contributed to the development of 3D input technology for smartwatches. Hacked Makerbot to conduct system evaluation and ground truth collection. [Planned and conducted user study](#), and [designed an experiment](#) to evaluate Fitts' Law.

Cheerwash | Aug'16 – Current

Prototyped sensor infused Styrofoam models for touchless, fully-compliant hand wash station for industrial kitchens and hospitals.

Puppeteer | Jun'15

Developed a chrome extension to control web through gestures. [Won jQuery International Hackathon, 2015.](#)

Cusic | Dec'13 *In collaboration with MIT Media Lab*

Designed and developed tangible cubes that generate music based on their arrangement.

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EDUCATION

Georgia Institute of Technology

M.S Human-Computer Interaction

GPA 4/4 | Jun'16-Current

Vellore institute of Technology

B. Tech, Computer Science

GPA 3.7/4 | 2009-2013

[Best Undergraduate Thesis nominee.](#)

Published two book chapters and a paper on Social Network Anonymity.

CORE COMPETENCIES

Programming and Technology

Python · Java · JavaScript · Objective-C
PHP · HTML · CSS · Phonegap · iOS
Android · SVN

Design

Sketch · Adobe Suite · Balsamiq
Processing · InVision · Polymer ·
Material Design

Hardware

Arduino · Raspberry Pi · 3D Printing
Sensor Interfacing · Inkjet Printing
Laser Cutting · Soldering

User Experience

Ground truth collection · Experiment
Design · Usability testing · Affinity
Mapping · Heuristic Evaluation · Card
Sorting · User Journey · Wireframes

Research

Ubiquitous Computing · Wearable
Computing · Tangible Interaction
Social Networks · Augmented Reality

OUTREACH

[Published](#) two papers and two chapters in international conferences.

[Winner](#) and runner up of two highly competitive hackathons- jQuery & Ola

[Note](#) -Detailed project reports and other accomplishments on portfolio.