

vikas luthra

a curious empathizer experienced in **user experience research and design.** "Seeking internships for summer 2017"

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WORK EXPERIENCE

Samsung R&D Institute India, Bangalore | UX Researcher[Jun'14-Jul'16]

Next Experiences with Technology (NXT) Group.

- Conducted task based qualitative research, gesture elicitation and performance experiments with visually impaired users to propose new gestures and design solutions for Samsung-talkBack.
- Conducted Forced PhotoMetaphor Elicitation and Auditory Sensing Experiment to proposed a Human-Machine Companionship Framework and design suggestions for voice-based assistants
- Conducted on field interviews with low-income youth to understand their macro behaviour and needs & propose design solutions as part of Samsung Tizen phone for India.
- Published two papers in HCI international conference and won two awards a part of my role.

HESSO, Western Switzerland | UX Design Intern [May'13- Jul'13]

Conducted User Research and Contextual Inquiry with Swiss public administrators, Business developers. Created Affinity Diagrams, User Personas, IA, Task flow and designed high fidelity mockups for a cloud-based E-government requirement engineering(RE) tool, CARES (Computer-Aided Requirements Engineering Software).

Cognizant Technology Solutions, Pune, India| UX Design Intern [May'12-Jul'12]

Conducted Contextual inquiries and card sorting with professional managers (Global Competency Head and Lead and Line of Business Managers). Conceptualised and designed mockups and visualisations for an online executive dashboard.

PROJECTS

RECO: a just in time wearable application to help in effective recycling HCI Project| Sept 16 – Nov 16

- Conducted waste sorting task with Controlled observations, interviews as well as the Natural observations with follow-up inquiries to identify user needs. Created Task flow, designed and developed a prototype app for the smartwatch.
- Currently planning to conduct between subjects evaluation to measure usability and effectiveness of the developed solution.

Virtual Reality based learning tool to teach concepts in Engineering drawing—Final Year Project| Aug'13 – April'14

- Conceptualized and Developed virtual reality tool to learn and teach concepts of projection and section of solids to first year architect & design students.
- Conducted controlled experiment to test its' effectiveness v/s traditional classroom learning. Measured student's attitude & intention using Technology Acceptance Model [TAM].

EDUCATION

Georgia Institute of technology

Aug'16-May'18(expected)

M.S. in Human Computer Interaction

G.P.A: 4.0/4.0

Indian Institute of technology,Guwahati

Jul'10-May'14

Bachelor of Design with Minor in Electronics and communication engineering

SKILL SET

User research

Interviewing, Contextual Inquiry, Forced Photo Metaphor Elicitation Card Sorting, Usability testing, Focus Groups, Experiment Design, Statistical Analysis, Grounded Theory Analysis

Design

Mind Mapping, Affinity clustering, Storyboarding, Flow Diagrams, Information Architecture, Persona and Scenario Creation, Brainwriting, Brainstorming, Wireframing, Visual Design

Tools

SPSS, Adobe Illustrator, Photoshop, Soundbooth, Premiere Pro, Microsoft Visio, Axure RP, Balsamiq, Invision

Programming

C, HTML, CSS, Arduino, Python.

AWARDS AND NOTABLES

Employee of the month award, October 2015, Samsung Research.

Best Paper Award 2nd Prize in Nipun 2015, Samsung Research Technical Fair.

Selection, IIT-JEE 2010 - Top 0.84% amongst 0.472 million students

Merit - top 0.1% nationwide, All India Secondary School Examination (AISSE) 2008 100% - Mathematics & Social Science