

toshi.100692@gmail.com
+1 (734) 881 5170
www.toshigupta.com

TOSHI GUPTA

Product Designer and Developer

EDUCATION

University of Michigan

Aug 2019 - Dec 2020

Masters in Information, Human Computer Interaction

Birla Institute of Technology & Science

Aug 2011 - Jun 2016

B.E. (Hons.) Computer Science

MSc. (Hons.) Economics

SKILLS

UX Design & Research

Sketching, Wireframing, Prototyping, Interaction Design, Graphic Design, Journey Mapping, Empathy maps, Contextual Inquiry, User interview, Affinity Wall, Usability evaluation, AR Design, VR Prototyping, 3D modeling, A/B Testing, Testing automation

Tools & Softwares

Figma, Adobe XD, Sketch, Photoshop, Illustrator, Unity, ARCore, ARKit, Vuforia, SketchUp, Github, VSCode, Webflow, Adobe Premiere Pro

Development & Prototyping

JavaScript, TypeScript, Python, JAVA, C/C++, HTML, CSS, C#, A-frame, React JS, React Native, Django, D3.js, highcharts.js, Data structures & algorithms

ACCOMPLISHMENTS

Extended Reality Fellow, 2020

Awarded a fellowship by XR initiative at UofM

Speaker @ReactFoo, 2019

Topic: A widgetized React Native Framework ([Link](#))

Shenomics 30 under 30, 2018

Recipient of "Lead like a girl" fellowship ([Link](#))

Speaker @DevFest, 2017

Topic: Metamorphosis of the web: PWAs 101 ([Link](#))

PROFESSIONAL EXPERIENCE

Graduate Student Instructor | AR/VR Application Design (SI 559)

Sept 2020 - present, University of Michigan

Helping 90 graduate students to understand concepts in the design and prototyping of AR/VR/MR applications under Prof. Michael Nebeling

UX Design Intern | Illumina Inc

Jun 2020 - Aug 2020, San Diego CA

Led the UX design and research of an error troubleshooting tool used by customer support executives and instrument developers of 21 DNA sequencing instruments.

The tool decreased the customer support response time to users by 30% and increased developer efficiency by 20%.

AR/VR Designer | Center for Academic Innovation

Jun 2020 - Aug 2020, University of Michigan

Collaborated with XR developers and scriptwriters to design virtual reality based training simulations for chemotherapy training, nuclear reactor experiments and physics lab for ~200 students at the University of Michigan.

Product Designer | Upraised

Apr 2020 - Jun 2020, Remote (Mumbai, India)

Led the UX and visual design of global community-based mobile application to engage product managers at all experience levels through their product observations. Helped increase daily active engagement by 35% from users across all 5 countries from Asia, Europe and North America.

UI/UX Developer | Flipkart (Walmart)

Dec 2016 - Aug 2019, Bangalore (India)

Designed and developed the checkout and payment flows of address intelligence system to manage delivery experiences for 100M+ users .

Worked with the order management operations in deciding workflows that led to a 10% increase in successful payments without returns.

RESEARCH PROJECTS

AR Educational app for kids with dyslexia

Jan 2020 - Apr 2020, University of Michigan

Prototyped an accessible augmented reality application for kids with dyslexia that uses digital game based learning to enhance physical story book experience using Unity and Vuforia.

Type 1 Diabetes Data Viz mobile tool

Jan 2020 - present, Research Prototyper at University of Michigan

Designed and prototyped web-based workflows to support data-driven sensemaking and decision-making for Type-1 diabetes patients through sensor generated health data.