


PRABODH SAKHARDANDE

User Experience + Interaction Design

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Skills

User Research

Contextual Inquiry
Survey Design
Affinity Mapping
Personas
Task Analysis
Usability Evaluation
Cognitive Walkthrough

UX Design

Brainstorming
Wireframing
Storyboards
Mockups
Prototyping
Graphic Design
Information Architecture

Design Tools

Adobe Creative Suite
Adobe XD
Figma
Audacity

Software

C, C++
Python
Java, Matlab
Shell Scripting
HTML, CSS

Frameworks

Unity
ARCore
Arduino
ROS
Processing, P5.js

Awards

Reviewers Choice Award,
2019, Full Paper, INTERACT

Motorola Gold Medal, 2017
Excellence in electronics,
awarded to one student

Winner, 2016
IEEE ComSoc National
Project Contest

Represented India, 2013
International Robotics
Competition (Robocon)

Education

Georgia Institute of Technology

MS in Human Computer Interaction

Aug 2019 - May 2021

University of Pune (SSPU)

Bachelor of Engineering in Electronics

Jul 2013 - Jul 2016

Experience

UX Design Intern

Georgia Tech Research Institute

Jul 2020 - Aug 2020

Led the initiative on using a user centered design approach to gain participant insights for the GA Smart program. Used research findings to help design an effective transition of all activities to a fully online format which was attended by over 250 people including the deputy governor of Georgia and local government leaders.

Mixed Reality Designer

IIT Bombay

Feb 2019 - Jun 2019

Used a participatory design process to design and develop an open ended problem solving app using augmented reality and tangible elements. This helped students interact with complex problems on a life size scale, showing a statistically significant increase in creativity and divergent thinking.

Interaction Designer

IIT Bombay

May 2018 - Jan 2019

Worked towards enabling visually impaired individuals to perceive typically visual charts like bar and pie graphs. I designed a novel auditory interface using a combination of speech, tone and binaural audio, resulting in 11% increase in speed and 70% increase in accuracy. Oversaw successful handover of assets to clients.

Hardware Developer

Flytbase Inc

Dec 2016 - Oct 2017

Designed the next-gen iteration for an advanced drone (multi-rotor) autopilot system. Worked on end to end product design and 100% goal fulfilment for indiegogo campaign. Handled graphic design responsibilities for media and marketing.

Publications

Exploring Effect Of Different External Stimuli On Body Association In VR

IEEEVR 2020

Study of Augmented Reality Interaction Mediums towards Collaboratively Solving Open-Ended Problems (in press)

ICCE 2019

Comparing User Performance on Parallel-Tone, Parallel-Speech, Serial-Tone and Serial-Speech Auditory Graphs

INTERACT 2019

Faster and less error-prone: Supplementing an accessible keyboard with speech input

INTERACT 2019