Anshuman Dhar
Product Designer

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Seattle, WA*

EXPERIENCE

UX Designer, Voice-AI and Multimodal Interactions
Samsung R&D, Bangalore | Jan 2021 - Aug 2021

Work under multiple NDAs, reach out for specific details

- Created two **on-device intelligence** features, for keyboard and voice input, using a **data-driven design** approach.
- **Defined scope** for an MVP **with the PM.** Following that, **collaborated with engineering** to build conversation flows.
- **Tested iterations** and **designed end-to-end flows** for a Proof of Concept, which was **pitched to the senior leadership**.
- **Translated research into a potential business opportunities** and presented in multiple **presentations to executives**.

Product Designer
Studio Tandem | Oct 2020 - Jun 2021

- Redesigned the Times Of India, **a news app** with a user base of over **70 million users globally**. This resulted in an **increase in monthly active users by 24%** post launch.
- Established an **atomic design system** from scratch, which improved consistency across a multitude of content categories.
- Utilized **rapid prototyping to test interactions**, **communicate** with stakeholders and developers, alongside **handoff-ready UI**.

Student UX Associate, Pragati
Embedded Interactions Lab | Jan 2018 - May 2020

- Built a peer-learning mobile app for **emerging markets** in rural areas, adopted by **610 active users within 40 days of launch**.
- Conducted research, ideation, wireframing and **created end-to-end user flows**. Iterated and **validated design by testing** and **conducting focus group studies**. Also worked with **constraints like low internet connectivity**.

UX Design Intern, Voice and AI UX
Samsung R&D, Bangalore | May 2019 - Jul 2019

- Took complete ownership, and developed **conversation design guidelines** and **AI frameworks** to gauge **context of use** in **Multi-Device Environments,** for a futuristic voice assistant.

Design Head, Student Web Committee
IIT Guwahati | Sept 2018 - Mar 2019

- Led a team of students (2 designers and 4 developers) to design and ship a mobile app, which **currently has 5,000+ downloads and an average retention rate of 35%** per month.

EDUCATION

Masters in Human Computer Interaction + Design
University of Washington, Seattle

Sep 2021 - Aug 2022

Bachelors in Chemical Engineering
Indian Institute of Technology, Guwahati

Aug 2016 - May 2020

SKILLS

Visual Design
Interaction Design
UX Design
Rapid Prototyping
Interviews & Surveys
Heuristic Evaluation
Usability Testing
Journey Mapping
Service Design
Workshops
Focus Group Studies

TOOLS

Figma
Sketch
Principle
Protopie
Framer
Origami
Adobe CC
Miro
Webflow
HTML & CSS
Javascript

AWARDS & ACHIEVEMENTS

Annual Trust and Safety Research Conference 2022, Stanford
Poster Acceptance

UXplorer 2019: 360° Experience Design
3rd Place, All Over India

World UX Championship 2018
Top 25 Worldwide

Sleep Injury Prevention Device
Provisional Patent (201831028274)

ACM Digital Library Publication
ReTreeve: A System Which Analyzes And Recommends Ways to Optimise Attention
DOI: 10.1145/3364183.3364199

OzCHI Student Design Challenge
SDC Chairs Commendation consecutively for 2018 and 2019