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Payod Panda
Design engineering and
HCI researcher

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I work at the intersection of design, engineering, and research to study the future of collaborative work using novel computing technologies.

Education

2021 — **PhD in Design** *North Carolina State University.* "Immersive Technology in the Future of Work"

2016 — **Master in Graphic Design** *NC State University.* 3D visualizations to help designers learn code.

2013 — **B.Tech, Production Engineering** *National Institute of Technology, Calicut*

Selected Experience

Microsoft Research
Design Engineering Researcher
(New Computing Experiences)
November, 2021 - present

Researching the future of knowledge work with GenAI experiences. I lead artefact-led research for our team (link). I build or direct artefact creation to conduct or extend foundational research. I use the results to guide UX research in product teams (Office, Mesh, Teams). Led my own projects while mentoring and guiding PhD interns and junior researchers. 6 patent applications (2 granted so far), 1 best paper award, recognition from MSR senior leadership.

College of Design, NCSU
Research Lab Manager
(MxR Lab)
January, 2019 - August, 2021

With Dr. Ham, I decided the lab research direction and vision. I directly managed one PhD, two masters, and three undergraduate students. I inculcated a research-minded culture in the lab, which was novel for the College of Design. I led a paper discussion forum, and introduced the MxR Lab Academy. I enabled lab members deliver successful products by guiding concept development and providing support with C#/Unity, Arduino, h/w prototyping, lo-fi prototypes.

Microsoft Research
Research Intern
(OCTO: Office of the CTO)
May - August, 2020

Worked with Jaron Lanier (OCTO) and Mar Gonzalez-Franco (EPIC) to bridge research with product (Microsoft Teams). Explored the use of virtual avatars in Together Mode in MS Teams. Co-led a hackathon team of six including interns and principal researchers to prototype patented product concept. Got buy-in from decision makers in multiple product teams (Teams, Surface). 1 patent application and three publications (DIS, AIVR, CHIWORK).

Google Brain Robotics
UX Engineering Intern
(Unannounced Project)
May - August, 2019

Built interaction design approaches for hybrid VR and screen-based media in unannounced Google project. Enabled my team to explore these directions by building mid- and high-fidelity functional prototypes with existing tech stack, and implementing features in product by writing C# code for Unity game engine-based project.

Google
UX Engineering Intern
(Google Docs + Sheets)
May - August, 2018

Built high fidelity web prototypes to test ideas with participants. Worked with stakeholders to identify high-impact directions, got buy-in, and delivered work in a useful format for existing teams. Designed mockups, cafe studies, mid- and hi-fidelity prototype development, research design and analysis. Awarded Google Peer Bonus award **for "going above and beyond".**

Relevant Recent Projects

AI, Tools for Thought — RabbitHole: Canvas-based pen-and-ink interaction for rabbit-holing with LLMs. 2024.

AI, Hybrid work, VR — CoExplorer: Adaptive 2D and 3D meeting interfaces. 2023. CHI'24, DIS'24

Hybrid work, Cross-device — Hybridge3D: Hybrid meeting room asymmetrical prototype. 2022-2023. CHI'24, CSCW'24

Hybrid work, Cross-device — Beyond Audio: Headphones as a site for interaction. 2022. DIS'23 **Best paper**

Hybrid work, Cross-device — AllTogether: Avatars in hybrid conferencing environments. 2021. CHIWORK'22

Hybrid work, Inking , VR — NapkinSketchVR: A Collaborative rapid VR ideation tool. 2020-2021.

Inking , Haptics, VR — Morphaces: Morphable surfaces for tangible sketching in VR. 2020. C&C'21

Granted Patents

US Patent 11,792,364 — Headset virtual presence.

US Patent 11,669,294 — Computing device headset input.