



Payod Panda panda@payodpanda.com | payodpanda.com | [LinkedIn](#) | [Google Scholar](#) | Last update 2024.01
 Design engineering and HCI researcher | I work at the intersection of design, engineering, and research to study the future of collaborative work using spatial 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 (BREW)
 February, 2022 - present
 Researching the future of collaborative knowledge work. I lead the artefact-led research arm 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 (Mesh, Teams). Have led my own projects while mentoring and guiding PhD interns and junior researchers. My work has been awarded 2 patents, 1 best paper award, and recognized by senior leadership in Microsoft Research.

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, Hybrid work, VR** CoExplorer: Adaptive 2D and 3D meeting interfaces. 2023.
- Hybrid work, Cross-device** Hybridge3D: Hybrid meeting room asymmetrical prototype. 2022-2023.
- Hybrid work, Cross-device** Beyond Audio: Headphones as a site for interaction. 2022. DIS’23 ([link](#)) **Best paper**
- Hybrid work, Cross-device** AllTogether: Avatars in hybrid conferencing environments. 2021. CHIWORK’22 ([link](#))
- Hybrid work, Cross-device** Exploring the Mixed reality space for remote learning. 2020-2021.
- 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 ([link](#))

Patents

- US Patent 11,792,364 Headset virtual presence.
- US Patent 11,669,294 Computing device headset input.