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Education

- 2017 - present** **PhD in Design** *North Carolina State University*
- 2014 - 2016** **Master in Graphic Design** *North Carolina State University*
- 2009 - 2013** **B.Tech, Production Engineering** *NIT Calicut*

Selected Experience

- May - August, 2020** **Microsoft Research** *Research Intern (Office of the CTO)*
Worked with Jaron Lanier and Mar Franco to bridge research (EPIC research group) with product (Microsoft Teams). Explored the use of virtual avatars in a social hybrid virtual environment in Microsoft Teams. Led a hackathon team of six including interns and senior researchers to prototype patent-pending product concept. Got buy-in from decision makers in multiple product teams. 1 patent application and multiple paper submissions to top-tier conferences.
- May - August, 2019** **Google** *UX Engineering Intern—Engineering Lens (Google Brain Robotics)*
Identified interaction design approaches for hybrid VR and screen-based media in unannounced Google project. Enabled <1 year old team to explore these directions by building mid- and high-fidelity functional prototypes with existing tech stack, and implementing features in product by writing shippable C# code for Unity game engine-based project. Contributed to team knowledge by leading informal discussions and taking initiative to contribute to teammates' projects.
- January, 2019 - present** **College of Design, NCSU** *Mixed Reality (MxR) Lab Manager*
Manage 5-6 projects/semester being worked on by a multidisciplinary team of students. Align lab goals with professional development of lab members. Lab members' professional success evidenced by placement in top-tier companies (Amazon), presentations by design students at research symposia, and research awards for lab members. Also help with technical problems related to coding (C# / Unity), electronics (Arduino), and hardware prototype structural analysis.
- May - August, 2018** **Google** *UX Engineering Intern—Design Lens (Google Docs + Sheets)*
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. Process included design of mockups, cafe studies, medium- and high-fidelity prototype development, research design and analysis. Awarded Google Peer Bonus award for "going above and beyond".

Relevant Skillset

- VR / AR / XR development** Unity, Unreal, WebVR / WebXR
- Open web technologies** WebGL, HTML5, CSS3, JavaScript | d3.js, three.js, p5.js

Recognition

- Awards** Google Peer Bonus (2018) | Provost Fellowship, NCSU (2017) | Pentair Fellowship, NCSU Libraries (2017) | Winner, Designathon (2013)
- Leadership** Co-leader, PhD Student Association, NCSU | Lab Manager, MxR Lab
- Invited panelist** ISTE 2017 @ San Antonio
- Conference presentations** EDRA 2019 | SXSWedu 2017 | Bridging the Gap 2017
- Talks + presentations** CAAV 2018 | SpeedCon 2018 | PIRC 2018, Google | PIRC 2019, Google
- Workshops** EDRA 2019 | Moogfest, 2018 | Designing Libraries 6 @ Raleigh