

Payod Panda ppanda@ncsu.edu | payodpanda.com | Last updated 2021.03.15

Education

expected 2021 **PhD in Design** *North Carolina State University*

2016 **Master in Graphic Design** *North Carolina State University*

2013 **B.Tech, Production Engineering** *NIT Calicut*

Selected Experience

College of Design, NCSU

*Research Lab Manager
(MxR Lab)*

January, 2019 - present

With Dr. Ham, I decide the lab direction and vision. I directly manage one PhD, two masters, and three undergraduate students. Currently leading 5 projects. I inculcated a research-minded culture in the lab, which is novel for the College of Design. I lead a paper discussion forum, and introduced the MxR Lab “academy”. I enable lab members deliver successful products by guiding concept development and providing support with C#/Unity, Arduino, h/w prototyping.

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 patent-pending product concept. Got buy-in from decision makers in multiple product teams (Teams, Surface). 1 patent application and three paper submissions (Frontiers in VR, AIVR, DIS).

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 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.

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”.

Recently Led Projects

VR, Inking, Remote Work

NapkinSketchVR: A Collaborative Rapid VR Ideation Tool. Ongoing at **MSR** and **NCSU**

VR, Inking, Haptics

MorphaceVR: Morphable Surfaces for Sketching in VR. In review, C&C. At **NCSU**

VR, Inking, Haptics

Encounter Haptics for Collaborative Tangible Sketching in VR. Ongoing at **NCSU**

VR, Haptics, Thermals

Thermal and skin-stretch haptic systems for immersion in VR. Ongoing at **NCSU**

Remote Work, Cross-device

AllTogether: Avatars in Hybrid Conferencing Environments. In review, Frontiers in VR. At **MSR**

Remote Work, Cross-device

Exploring the Mixed Reality Space for Remote Learning. In review, CSCW. At **MSR**

Wearables, Electronics

Exploring the Design Space for Headphones as a Site for Interaction. In review, DIS. At **MSR**

Data Viz, VR, Review

Systematic Lit Review of Tool Usage in 3D Data Visualization. Ongoing at **NCSU** and **KSU**

Recognition and Service

Awards

Google Peer Bonus (2018) | Provost Fellowship, NCSU (2017) | Pentair Fellowship, NCSU Libraries (2017) | Winner, The Times Group Designathon (2013)

Leadership

Founder, Special Interest Group in VR (SIGVR): Research-focused group, founded 2021.

Lab Manager, MxR Lab (2019-present).

President, PhD Student Association, NCSU (2018-2019).

Co-founder, VR Interest Group (VRIG): University-wide general VR interest group, founded 2015.

Outreach

My work has been presented / showcased at international conferences / regional art museums. I have also been invited to speak and lead workshops at HCI, EdTech, and Design conferences.