

Raghav Anand

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SKILLS & TOOLS

Research

Heuristic Evaluation
Think-Alouds & Interviews
Competitive Analysis
Affinity Diagramming
Contextual Inquiry
Surveys
Personas & Scenarios
Storyboarding & Visioning
Wireframing

Design

Sketch
InVision
Illustrator
InDesign
Photoshop
Prototyping
Lightroom
Premiere
Sketching

Fabrication

Laser Cutting
3D Printing
Autodesk 123D Design
Autodesk 3DS Max
Tinkercad

Programming

HTML + CSS
JavaScript
C, C++ & C#
Java
Python

AWARDS & LEADERSHIP ROLES

Young India Fellowship

Ashoka University

Tasveer, Photography Society, IIIT-Delhi

Co-Founder and President

All India Board

Top 0.1% of students in India in Math

RELEVANT COURSEWORK

Interaction Design Fundamentals
Interactions Design Studio
Service Design
Methodology of Visualization
User-Centered Research and Evaluation
Software Structures for User Interfaces
Applied Fabrication Techniques in HCI

EDUCATION

Masters of Human-Computer Interaction

Carnegie Mellon University, Pittsburgh, PA | Aug 2015 - Aug 2016

Post Graduate Diploma in Liberal Arts and Leadership

Young India Fellowship, Ashoka University, Sonapat | Jul 2014 - Jul 2015

Bachelors of Computer Science and Engineering

Indraprastha Institute of Information Technology, Delhi | Aug 2010 - May 2014

PROJECTS

UX Design Lead - CMU Capstone Project

Bank of America | Jan 2016 - Aug 2016

A seven-month project aimed at shaping the future of smart banking through research, design, and development of a new product. This project has led to several patent applications.

Service Designer - The Lonely Tomato

SapientNitro | March 2016 - May 2016

Designed a service that brings fresh and local groceries to low-income residents of Pittsburgh by utilizing the local Food bank resources, a smart vending machine and the internet of things.

User Researcher - Better Box

University Health Services, CMU | Aug 2015 - Oct 2015

Conducted extensive user research to design an improvement to CMU's Health and Counseling Services systems for enhancing student health. Used contextual inquiry, interviews, storyboarding, personas, scenarios, affinity diagramming and models.

Developer, Designer and User Researcher - Fair Fare

Mobile App | Jun 2013 - May 2014

Collaborated with a partner to research, prototype and develop a mobile app that presents right fare and route for all travel modes in Delhi to aid users in making the right decision. Available on Android App store with 500+ downloads.

UX Designer - Gifto

Mobile App Design | Oct 2015 - Nov 2015

Developed prototypes using Sketch and InVision for a token gift-giving app in a team of 4. Explored the problem space by creating personas, storyboards, scenarios and an ecosystem map.

User Researcher - Project Foodscape

FutureBrands, brand consultancy arm of Future Group | Oct 2014 - June 2015

Conducted interviews in households and restaurants and used the fly-on-the-wall technique to monitor patterns to decode socio-cultural dynamics and trends in the food industry/households.