

Vikas Luthra / Interaction Designer

A narrative and systemic thinker passionate about creative problem solving.

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WORK EXPERIENCE

Motorola Solutions / UX Design and Research Intern
May '17-Aug '17 / 28 Labs- The Innovation Design Group- Plantation, Florida

- Created Offline Voice Interaction solutions for Motorola Next-Gen Touch Radio. Designed, evaluated and iterated interactive voice scenarios' for integrated Radio-Next devices' experiences[radio, watch and console] .
- Primary use-cases selected to be implemented in the upcoming Motorola devices.
- Envisioned and Created pre-assessment solutions for Type 4.0 Autonomous Vehicle for field officers and citizen safety.
- The solutions are selected for Vehicle Design Strategy 2020-22.

Samsung Research / UX Researcher and Designer
Jun'14-Jul'16 / Next Experiences with Technology (NXT) Group- Bangalore, India

- Led research and design of new touch gestures for visually impaired users in Samsung Talkback Android application. Performed task-based qualitative research as well as formulated gesture elicitation and gesture performance experiments to built new touch gestures set and accessibility solutions for visually impaired.
- Selected among the top 3 research work from Samsung Indian by Samsung Korea HQ.
- Envisioned "Voice as a Companion" scenarios for Samsung's personal voice assistant and social robot Otto. Formulated Forced Photo-Metaphor Elicitation technique and Auditory sensing experiment to create design scenarios for voice assistant & social robot Otto.
- Initiated and Headed creation of solutions for Indian youth(GenZ) in Samsung midrange smartphones. Conducted on field immersive qualitative research with mid-income Indian youth to understand their macro behaviour and social needs & generated designs solutions for gallery and camera.
- Organizational Achievements: Won two awards and published two papers in HCI international conference.

HESSO / UX Design Intern
May'13-Jul'13 / Business Informatics Centre- Valais, Switzerland

- Created Requirement specification application for Swiss Public Administrators. Led contextual inquiries with Swiss public administrators, business developers. Created user personas, IA, task flows and designed high-fidelity mockups for a cloud-based E-government RE tool, CARES (Computer-Aided Requirements Engineering Software).

Cognizant Technology Solutions / UX Design Intern
May'12-Jul'12 / Cognizant Interactive-The Design Group- Pune, India

- Created Dashboard for Skill and Business Managers(Enterprise UX). Conducted semi structured interviews and card sorting with professional managers(Global Competency Head and Lead and Line of Business Managers). Conceptualised and designed lo-fidelity mockups.

EDUCATION

Georgia Institute of Technology.
M.S. in Human Computer Interaction.
Aug'16-May'18(expected), G.P.A: 4.0/4.0

Indian Institute of Technology, Guwahati
Bachelor of Design with minor in electronics and communication engineering.
Jul'10- May'14, G.P.A: 8.62/10

SKILL SET

Design

Persona and Scenario Creation, Wireframing, Interface Design, Visual Design, Journey Maps, Mind Mapping, Flow Diagrams, Information Architecture, Storyboarding, Brainstorming, Brainwriting, Affinity Clustering.

User research

Interviewing, Contextual Inquiry, Observations, Intercepts, Forced Photo Metaphor Elicitation, Surveys, Card Sorting, Usability testing, Heuristic Evaluations, Focus Groups, Experiment Design, Statistical Analysis, Grounded Theory Analysis.

Tools

Sketch, Adobe illustrator, Axure RP, Adobe XD, Invision, Photoshop, Protopie, Fusion 360, Soundbooth, Premiere Pro, Microsoft Visio, Storyboard, Balsamiq, SPSS, Tableau.

Programming

C, HTML, CSS, Arduino, Python.

AWARDS AND NOTABLES

Employee of the month award,
October 2015, Samsung Research India.

Best Paper Award 2nd Prize in Nipun 2015,
Samsung Research India's Technical Fair.

Selection, IIT-JEE 2010 - Top 0.84% amongst
half a million students.

Merit - top 0.1% nationwide, All India

Secondary School Examination (AISSE) 2008
100% - Mathematics & Social Science.