


# Chanchal Agrawal

## UX Designer

Integrating empathy, research, and user-centric design methods to create accessibility-focused products. I'm passionate about user experience design, wearable devices, and AR/VR technologies.

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## EXPERIENCE

Jan 2020  
- Present **User Research Assistant**  
Rochester Institute of Technology | Rochester, NY  
Understanding assistive technology for enhancing the experience of Deaf and Hard of Hearing (DHH) users by analyzing users' behavioral patterns using eye-tracking devices. Drafted and submitted the work to the CHI conference.

Apr 2018  
- Jul 2018 **Game Developer**  
IDZ Digital | Mumbai, India  
Collaborated with designers, developers, and marketing team to create games using Adobe Flash and ActionScript for the Android and iOS platforms. Developed and launched 8+ games for an award-winning gaming application KidloLand which has 38,000+ downloads

Jan 2016  
- Mar 2016 **UI/UX Design**  
GetDeals | Mumbai, India  
Conceptualized and designed the interface for the E-commerce site containing over 10,000 products. Helped recruit design and development interns while the expansion of the company.

## PROJECTS

2020 **Learning sign languages using Mixed Reality**  
Master's Project  
Developed an Augmented Reality (AR) application on Magic Leap, a Mixed Reality headset with build-in hand-tracking technology, to help Deaf and Hard-of-Hearing users learn sign languages on their own. Created hand models with rigging and animation on Blender. Imported models on Unity Engine and handled functionality of the application using C# scripts

2017 **Prototyped a wearable eye-tracking Device**  
Bachelor's Project  
Developed a prototype eye-tracking device to read and manipulate the data in real-time. Integrated Logitech hardware and OpenCV to create eye-tracking systems for two platforms Windows and raspbianOS.

## EDUCATION

**MS in Human-Computer Interaction**  
Rochester Institute of Technology | NY  
Graduation - May 2021 EST.

**BE in Computer Engineering**  
Mumbai University | Mumbai, India  
Graduated in Aug 2017

## SKILLS

UI/UX design  
User Research  
Usability Testing  
Prototyping Wearable Devices  
Persona Development  
Graphics Design  
StoryBoarding  
Wireframing  
Internet of Things (IoT)  
AR/VR interface design

## TECHNICAL

HTML and CSS  
JavaScript and React.js  
Raspberry pi and Arduino

## TOOLS

Adobe Creative Suite ( Ai, XD, Ps)  
InVision  
Figma  
Zoom, Google Meet, Slack  
Miro  
Blender  
Unity