

Chanchal Agrawal

Product design/UX Researcher

Field of interest : Virtual Reality, Augmented Reality, Mixed Reality, eye-tracking modules and wearable devices.

Current position: Research Assistant in Accessibility under guidance of Dr. Roshan Peiris

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EDUCATION:

Rochester Institute of Technology — *MS Human-Computer Interaction*

AUGUST 2018 - DECEMBER 2020 - Rochester, NY

Coursework:

- **Foundation of Human-Computer Interaction**
Contextual Inquiry, Personas, Scenario, Usability Heuristics
- **Information and Interaction Design**
Contextual Inquiry, Affinity mapping, Personas, Wireframing, Low & High fidelity prototyping
- **Usability testing**
Heuristic Evaluation, Test plan, Usability Testing, Improving design based on evaluation
- **User-Centered design methods**
Project to design a solution to enable and enhance communication between DHH and hearing individual
- **Research Methods**
Qualitative research, Survey, Experimental Design, Research Proposal
- **User experiences for internet-enabled device**

Domain:

- **Prototyping Wearable and IoT Devices**
Project: Mobile eye-tracking device using Raspberry pi
- **Human-Computer Interaction with mobiles, wearables, & ubiquitous device**
Project: Sound detection for hearing impaired user

Atharva College of Engineering — *Bachelors in Engineering in Computer Science*

AUGUST 2013 - MAY 2017 - Mumbai, India

Project : Creating Human-perspective artificial vision by eye-tracking - [Project Team Lead](#)

The project includes working with a headset and a software which focuses on real-time eye-tracking, creating artificial effect of focus & peripheral vision, and storing the video. The project papers were presented in the International Conference on Innovation and Advanced Technologies in Engineering (ICIATE) held on 12th January 2017 in Mumbai, India.

EXPERIENCE

IDZ Digital — *Intern*

MAY 2018 - JULY 2018 Mumbai, India

- Designed and developed games from iOS and Android systems.
- I worked on projects like *KidloLand*, which also got awarded as Mother's choice, *My Monster Town*, *Coding games for Kids*, etc.
- Worked on Adobe Flash using ActionScript programming language.

IDZ Digital website: www.idzdigital.com

GetDeals — *Intern*

JANUARY 2016 - MARCH 2016 Mumbai, India

- Designing user interface and development of the main website.
- Inspiration for user interface was from Apple Minimalistic approach & Google design principles mentioned in Material Design.
- Worked on HTML, CSS, basic Python

GetDeals website: www.getdeals.co.in

SKILLS

Skills:

- **Prototyping**
High and Low fidelity
- **Usability Testing**
Heuristic Evaluation of product
- **Wireframing**
Design elements of UI

Designing & Prototyping tools :

- **Figma & Adobe XD**
Prototyping app & web UI
- **Illustrator**
Icon, logo and poster design
- **Photoshop**
Mock effects and animations

Front-end Development

- **HTML/CSS**
Developing the layout design
- **Javascript**
Development of interactive UI
- **Android Studio**
Application development