






 chanchalagrawal.com
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User Experience Designer—

Passionate about creating experience that go beyond expectations while reinforcing aesthetics, and engineering

Availability: Spring Internship and Fulltime

EDUCATION

Masters(M.S.) Human-Computer Interaction

Rochester Institute of Technology | NY
Graduation: May 2021 EST.

Bachelors(B.E.) Computer Science

Atharva College of Engineering | Mumbai, India
Graduated: 2017

SKILLS

Design Skills

UI Design, UX Design, User Research, Usability Testing, Interaction Design, Graphic Design, Contextual Inquiry, Storyboarding, Wireframing, Persona Development, User Journey Mapping, AR/VR Design, Rapid Prototyping, User Interviewing, Information Architecture

Software/Tools

Adobe XD, Illustrator, Photoshop, Aftereffects, Kuler, Figma, Sketchbook, InVision, ProtoPie, Canva, Miro
Unity, SparkAR, Trello

Devices

Magic Leap, Eye-tracker, Smart Watch, Google Glasses, Raspberry Pi, Particle Photon

Programming

HTML5, CSS3, JavaScript, Python, ActionScript, React.js

EXPERIENCE

- 2020 | **User Experience Researcher**
Rochester Institute of Technology | Rochester, NY
Studied Deaf or Hard of Hearing(DHH) users' behavioral patterns using eye-tracking devices.
Analyzed data from 69+ literature papers. Drafted the work to submit it to the Computer Human Interaction(CHI) conference.
- 2018 | **Game Developer Intern**
IDZ Digital | Mumbai, India
Developed and launched 8+ games for an award winning gaming application KidloLand which has 38,000+ downloads
Merged with designers, developers and marketing team to create games using Adobe Flash and ActionScript for Android and iOS platform
- 2016 | **Lead Design Intern**
GetDeals | Mumbai, India
Conceptualized and designed the interface for the E-commerce site containing over 10,000 products.
Recruited design and development interns while the expansion of the company
- 2020 | **UI/UX Designer**
Freelance
Design advisor for a service based company BrandServe.
Conceptualized and designed infographics, admin dashboards, portals and applications for several projects.
Created mind maps and logos for 3 different clients of a service company, a blog app and a travelling channel.
- 2017 | **Eye-tracking Device**
Bachelors Project
Developed a prototype eye-tracking device to read and manipulate the data in real-time with 86% accuracy.
Integrated Logitech hardware and OpenCV to create eye-tracking systems for two platforms Windows and raspbianOS.