# **NIKHIL SHINDE**

Indianapolis, Indiana

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#### **EDUCATION**

# Indiana University, Indianapolis — Master's in Human-Computer Interaction

AUGUST 2022 - MAY 2024, GPA 4/4

Learning core design principles and research methodologies through applied coursework with courses like Interaction Design Practices, Methods, Meaning and Form in Design, business in IOT, Ubicomp, Ethics in Design and Data Visualization.

### **Pune University, Pune** — Bachelor's in Computer Engineering

AUGUST 2018 - MAY 2022, GPA 3.7/4

Studied courses like Object Oriented Programming (OOP), Databases (DBMS), Data Structures and Algorithms.

#### **EXPERIENCE**

### **Gravity Drive, Indianapolis** — *UX Design and Research Intern*

AUGUST 2023 - PRESENT

- Working as a research and design intern (on a team of 4) for designing an event management solution for the company.
- Conducted 6 interviews of participants ranging from event managers to venue owners and management staff.
- Visited 7 event venues and co-working spaces to understand the problems they face while managing and hosting events.

# Indiana University, Indianapolis — Project Lead - Mobile App Development and Design

AUGUST 2022 - PRESENT

- Designing and Developing mobile apps in flutter.
- Leading a team of 4 developers to implement app designs and developing the app accordingly.
- Integrating back-end functionalities using reactiveX and getX state management.
- Fetching data through api endpoints and parsing the received JSON data into dart models, implementing MVC architecture.

#### Swarajpro, Pune — *UI/UX Designer*

JULY 2021 - SEPTEMBER 2021

- Designed a QR based food ordering application in the Point-Of-Sales space for restaurants.
- Conducted user research surveying and interviewing over 70 participants to ensure a user-centered design approach.
- Prototyped and tested the solution on over 6 potential users to get feedback on the same.

## **Greensat, Mumbai** — *UI/UX Designer, Lead Front End Developer*

OCTOBER 2020 - MARCH 2021

- Led front-end development and UI design of a farmer-centric flutter application, collaborated with the back-end team for Firebase integration.
- Conducted extensive user research with over 50 participants (interviews, surveys, and competitive analysis) and addressed existing concerns with other similar apps.
- Utilized Google Maps API for graphical farm representation based on location coordinates.
- App published on Play Store with over 5000 downloads.

### **PROJECTS**

# **E-Turn, Indiana University** — *Interaction Design Practice (HCI Course Work)*

AUGUST 2022 - OCTOBER 2022

- Conducted primary research consisting of field visits, interviews (8 participants), and surveys (over 70 participants), followed by secondary research involving literature reviews and data analysis.
- Used Affinity Mapping and Thematic Networks to discover and analyze pain-points and design opportunities.
- Designed and prototyped a product that aimed to increase awareness and recycling literacy among users.

#### **SKILLS**

**Research Methods:** Literature Review, Usability Testing, Competitive Analysis, (Remote) User Interviews, Surveys, A/B Testing, Field Visits, Observation, Performance Metrics, Think Aloud, Cognitive Walkthrough

Data Analysis: Affinity Mapping, Thematic Analysis, Personas, Data Visualization

Designing: Storyboarding, Prototyping, Wireframes

Tools: Adobe Creative Suite (XD, Illustrator, Photoshop), Qualtrics, Figma, Android Studio

Technologies: Flutter, Firebase, REST API, Angular, HTML, SASS, CSS, JS, Bootstrap, C++, Dart, Python