

PRABODH SAKHARDANDE

Interaction Designer

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Skills

User Research

Contextual Inquiry,
Survey Design,
Affinity Mapping,
Personas,
Task Analysis,
Usability Evaluation,
Cognitive Walkthrough

Design

Brainstorming,
Wireframing,
Storyboards,
Mockups,
Prototyping,
Graphic Design,
Information Architecture

Design Tools

Adobe Creative Suite,
Adobe XD,
Figma,
Audacity

Programming Languages

C, C++,
Python,
Java, Matlab,
Shell Scripting,
HTML, CSS

Development Frameworks

Unity,
ARCore
Arduino,
ROS,
Processing, P5.js,

Prototyping and Fabrication

PCB Design,
CAD,
3D Printing

Awards

Reviewers Choice Award,

2019, Full Paper, INTERACT

Motorolla Gold Medal, 2017

Excellence in the field of electronics,
awarded to one graduating student

Winner, 2016

IEEE ComSoc Project Contest

Represented India, 2013

International Robocon Competition

Winner, 2013

National Robocon Competition

Education

Georgia Institute of Technology

MS in Human Computer Interaction

Aug 2019 - May 2021

University of Pune (SSPU)

Bachelor of Engineering in Electronics and Telecommunication

Jul 2013 - Jul 2016

Experience

Research Assistant

Georgia Institute of Technology

Computational Materials

Jan 2020 - Present

- Designing techniques for using everyday straws to build human scale interactive structures.

Interaction Designer

IIT Bombay

Augmented Reality

Feb 2019 - Jun 2019

- Designed and developed an interactive augmented reality medium to enable students to learn by doing.
- Evaluated the system with 12 students of the 7th grade, results showed an increase in creative thinking.

Interaction Designer

IIT Bombay

Assistive Technology

May 2018 - Jan 2019

- Designed novel techniques of auditory graphs combining voice with tone in different modalities based on user research.
- Developed technology to make visual graphs (e.g., bar and pie charts) accessible to visually impaired users.
- Conducted usability tests on effectiveness of the designed auditory graph techniques, with sighted and visually impaired participants.

Embedded Engineer

FlytBase Inc.

Product Design

Dec 2016 - Oct 2017

- Worked on product design for an advanced drone (multirotor) autopilot system.
- Incorporated hardware systems for higher reliability and efficiency.
- Developed an operating system for drones ROS.
- Designed media and marketing materials using photography, video editing and animation.

Volunteer - Technology Facilitator

Shrishti Institute of Design

Physical Computing

Nov 2017 - Feb 2018

- Taught creative technology for physical computing (Arduino, Processing, p5.js).
- Conducted a seminar for 60 students on creating magical experiences through tangible interactions.

Publications

Study of Augmented Reality Interaction Mediums towards Collaboratively Solving Open-Ended Problems (in press)

ICCE 2019

Comparing User Performance on Parallel-Tone, Parallel-Speech, Serial-Tone and Serial-Speech Auditory Graphs

INTERACT 2019

Faster and less error-prone: Supplementing an accessible keyboard with speech input

INTERACT 2019

Design of disaster management system using IoT based interconnected network with smart city monitoring

IOTA 2016