Prakhar Bhargava

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[Portfolio](#) | [LinkedIn](#) | [Behance](#) | [GitHub](#)

EDUCATION

Indraprastha Institute of Information Technology, Delhi — Bachelor in Technology - *Computer Science & Design*

JUNE 2020 - JUNE 2024 | CGPA: 8.2

- **Design Courses**: Human-Computer Interaction, Drawing & Visualisation, Visual Design, Prototyping interactive systems, Designing Interactive Systems, Animation & Graphics, Interactive Systems, Cognition in Design, Digital Audio Video Production, Inclusive Design
- **Technical Courses:** Data structures & algorithms, Advanced Programming, Computer Organisation, Operating System, Analysis & Design of Algorithms, Introduction to Database management Systems, Computer Network, Data Mining, Usable Security
- **Thesis:** Augmented Reality in Heritage - Designed a AR tour framework for Indian Heritage monument exploration

Amity International School, East Delhi — *Science with Math*

MAR 2006 - JUNE 2020 | Percentage 12th: 94.2% | 10th: 92%

- **Courses:** Physics, Chemistry, Mathematics, English, Economics
- **Headboy**, Student Council 2019-20, **Team Leader**, Youth Power, a social entrepreneurship initiative. **Founder**, Student Alumni Connect, Participant and winner at multiple inter-school events and competitions. **Represented India** at Odyssey of the Mind, World Finals.

EXPERIENCE

Wadhwani AI, Delhi — *UX/UI Design Intern*

FEB 2024 - MAY 2024, MAY 2023 - JULY 2023 | **Field Study, Secondary Research, UX/UI Design**

- Collaborated with the **Ministry of Health and Family Welfare** and **AIIMS Delhi** to design an AI-based **Diabetic Retinopathy screening solution** to go into pilot in August 2023
- Conducted comprehensive **primary and secondary research** at AIIMS Delhi and Vision Centres to inform the design of Ophthalmology and Tele-Diagnostics solutions (E-Health).
- Created the **Design playbook** and **Design System** for organisational use by the Design and Solutions team.
- Contributed to developing solutions in diverse domains, including **Agriculture** (KKMS), **Tuberculosis** (TB Triage), **Education**(Virtual Lab, Swayam) and the **G20 summit**.

Creative Interface Lab, IIIT Delhi — *Undergraduate Student Researcher*

JANUARY 2023 - PRESENT | Guide: Dr Anmol Srivastava | **Augmented Reality, Unity**

- Engaged in **research** and **development** for the **"XR and Heritage"** project, focused on leveraging virtual and augmented reality technology to construct **interactive storytelling** experiences at **historical sites in Delhi**.
- Implementing visual and interactive elements using **Unity** to create an Augmented Reality experience for the project.
- Published paper in A Grade conference [ISS'23 at Pittsburgh USA]

PAIZ Project, University of Oulu, Finland & Living Lab, IIIT-Delhi — *Undergraduate Student Researcher*

AUGUST 2022 - PRESENT | **User Research, Robotics**

- Utilizing the **Nao V6** Robot to conduct user research on **Child-Robot interactions** in unsupervised settings.
- Currently involved in writing a **research paper** that explores the interaction between children and robots, specifically in the Indian context.

Government e-Marketplace, Delhi — *UX/UI Design Intern*

MAY 2022 - JULY 2022 | **Design System, UX/UI Design, Stakeholder Management**

- Enhanced the **Registration & Bid participation** module by resolving **200+ user-reported issues**, resulting in a notable reduction in user fall-off rate and registration time.
- **Established a Design System** for the platform, ensuring uniformity and standardization in the user interface.
- Collaborated with **50+ stakeholders** from **GeM, Intellect Design**, and **Infibeam Avenues**,

fostering consistent communication and feedback during the design process.

POSITIONS OF RESPONSIBILITY

1 Pixel Design Conf'23, IIIT Delhi — *Convenor & Co-Founder*

AUGUST 2022 - JANUARY 2024 | **Management, Leadership**

- Achieved a reach of **25,000+** people through effective social media and marketing efforts.
- Invited **15+ speakers** from **leading design-focused organizations**. Attracted participation from over **170+** individuals and delegations from 20+ universities and colleges
- Organized Design360 Designathon with more than 220+ registration.
- Guided the team in organizing the 2nd edition of the conference, ensuring its continuity and achieving economic breakeven. Reached 220+ participants

Business Blasters, Delhi Government, Delhi — *Business Coach*

DECEMBER 2021 - JULY 2022 | **Entrepreneurship**

- Provided **mentorship** to two teams, offering guidance on entrepreneurial aspects, including creating compelling brand narratives and incorporating social missions into their businesses leading one of the team to **Top 100**

Volunteers Covihelp, India— Co-founder, Social Media Head

APRIL 2021 - SEPTEMBER 2021 | **Social work, Volunteering, Management**

- Assisted **1700+ individuals** with Covid-related resources during the second wave of COVID-19.
- Oversaw a team of **300+ volunteers** from different parts of the country and abroad.
- Received **coverage in prominent news** outlets, including Hindustan Times, New Indian Express, and Republic.
- Raised over ₹**1.31 Lac** for the cancer treatment of a 12-year-old girl.

PROJECTS

Google Drive Me Crazy — *User Experience | Web-app Development*

Guide: Dr Grace Eden | Team size: 5 | Presentation

- Conducted **in-depth user research** to identify and address issues with navigation, tiny UI, lack of space analyser, and visualiser in the Google Drive interface.
- Achieved a **102% increase in satisfaction levels** in the System Usability Scale (SUS) and a **35.5% reduction in time utilization** for basic Google Drive-based tasks.

AR Playground — *Experience Design | Game Design*

Team size: 3 | Video | Github

- Conceptualized and developed an **augmented reality**-based learning app to aid cognitive development in children aged 3-5.
- Designed and developed various interactive games within the app, such as building blocks, alphabet riddles, and color sorting, to actively engage children and facilitate learning through play.
- Utilized technologies such as **C#, Unity3D, and Unity XR** Foundation.

Sehyog — *User Research | UX-UI Design | Brand Identity | Storytelling*

Guide: Dr Indrani De Parker | Team size: 6 |Presentation

- Collaborated with a team of 6 on Sehyog, a **social networking platform** to empower underprivileged communities.
- Took the lead in **designing a compelling brand identity for Sehyog,** including logos, merchandise, and other visual elements.
- Conceptualised, materialized, and **directed a pitch video** highlighting the platform's features, benefits, and potential impact.
- Leveraged skills in user research, UX-UI design, brand identity, and storytelling to develop a cohesive and engaging platform.

Sensori-Motor Pathways — *Space Design*

Guide: Dr Indrani De Parker | Team size: 5 | Video

- Designed and developed sensorimotor pathways that **promote playful and engaging activities** to enhance children's cognitive and motor skills.
- Conducted **in-depth child development research** to inform the design and installation of the pathways at Jamghat NGO and IIIT Delhi, initiating an initial response.
- Incorporated various materials and colors to engage children's senses, stimulate their imagination, and foster exploration.
- The designed pathways encourage active play and learning, receiving positive feedback from both children and educators during the pilot program.

Omni-sense — *Gamified Presentation*

Guide: Dr Indrani De Parker | Team size: 5 | Play Game

- Created "Omni-sense," an **innovative gamified presentation** platform utilizing tools like **Unity3D** to enhance the communication of research findings in a captivating manner.
- Enabled users to explore research milestones at their preferred pace, fostering **deeper engagement, comprehension**, and **knowledge retention.**

Beyond the Books — *UX-UI Design | Storytelling*

Guide: Dr Richa Gupta | Team size: 2 | [Video](#)

- Developed the **user interface for a storytelling platform** that facilitates educators in teaching newly introduced topics and subjects outlined in the National Education Policy (NEP).
- **Produced a persuasive pitch video** to showcase the platform's user experience and potential to transform India's education delivery system. Product pitched to the **Ministry of Education** and other stakeholders, emphasizing the platform's impact on revolutionizing education.

PUBLICATION

- **Safar: Heuristics for Augmented Reality Integration in Cultural Heritage**, Interactive Surfaces and Spaces 2023, Pittsburgh, USA
- **Design of an AR Experience for Heritage Tourism in India**, India HCI 2023, Dehradun, India [Under Publication]

HONORS & AWARDS

- Earned **2nd place** & **Cash prize of Rs. 25,000** in **Enactus India Hackathon** for project AR Playground - An AR-based game for the sensorimotor development of children. (2022)
- Won **2nd award** & **prizes worth Rs. 1,75,000** in **Redbricks Hackathon** organized by **Ashoka University** & Mphasis for project 'Health-ucate' - A gamified platform to teach children about health matters. (2022)
- **Reached top 5 in Design Day's Hackathon**, organized by **Salesforce India,** with over 200+ teams' participation - Presented a relationship design for Bamboo's Courtyard - a service to boost the bamboo industry. (2022)