

Rishabh Jain

Bachelor of Design | IDC, IIT Bombay
2016 - 2020 | 8.33/10

+91 97177 36069

<https://github.com/rishabhmakes>

rishabhmakes@gmail.com

Portfolio

<https://www.jaineric.com>

About me

Hello! I am a process-first designer who wants to create meaningful experiences. In my spare time I engage in Origami and put together fun interactive hardware.

I possess a solid understanding of current & upcoming technology. I love collaborating with diverse multidisciplinary teams as they lead to products grounded in reality.

An exchange semester at **KAIST, South Korea** aided me in exploring Social Computing, Game Design and Technology's societal impact across socio-economic factors.

Skills

UI: Axure, Sketch, Figma, Invision

User Research: Interviews, User Testing, Participant Observation, Journey Mapping, Storymapping

Coding: Processing, HTML/CSS, JavaScript, P5.js, Python

Data Viz: d3.js, Tableau, Mapbox, Google Data Studio, MS Excel

Electronics: Arduino, Raspberry Pi, PCB Design, IoT

Languages: English, Hindi, German (Goethe A1 Certification)

Education

IDC School of Design, IIT Bombay | Bachelor of Design | 2016 - 2020

- CPI: 8.33/10
- Interaction Design as focus area | Graduated 3rd in class
- Member of the IIT Bombay ACM SIGCHI Student Chapter

Industrial Design, KAIST | Exchange Student | Fall 2019

- GPA: 3.0/4.3
- Engaged across the School of Computing, Industrial Design and Graduate School of Culture Technology

Work Experience

Samsung Research | UX Designer | Jan'21 - Present, Remote

- Designing **AR experiences** for Flagship Device users
- Closely dealing with partners; Conducting **user research** to ideate concepts
- Designing flows and running Usability Tests

Fields of View (Non-Profit) | Volunteer | April'21 - Present, Remote

- Designing digital games for **Critical Engagement** with the constitution
- Secondary Research, Prototyping, Play testing & Development

Tattle Civic Technologies | User Research & Data Viz | Aug'20 - Jan'21, Remote

- Data Viz for **Fake news trends** in India; Designed & Developed in d3
- Finding opportunities to **engage users** in Media Literacy
- Creating Wizard of Oz prototypes for **hypothesis testing**

Bosch UX Studio | UX Design Intern | May'19 - Jul'19, Bengaluru

- Worked closely with clients to **solidify the product vision**
- Bridged the gap among design team, end users and development team
- Received a **Letter of Recommendation** for exceptional performance

Dept. Research Coordinator | Apr'18 - Mar'19, Mumbai

- Promoted Undergrad research by bridging Faculty and Student interaction
- Ran studies to understand expectation mismatch between stakeholders

Achievements

Joint Entrance Exam | 2016

99.95%ile | Engineering

Ranked 611 out of 1.3M applicants

UCEED | 2016

99.71%ile | Design

Ranked 19 out of 6.5K applicants

AP for Exceptional Performance

Collaborative Project | 2018

Conference Volunteer

Truth & Trust Online, 2020

IDC Golden Jubilee Meet 2020

Typoday 2019

INTERACT 2017

Design Degree Show 2016

IndiaHCI 2016, 2018, 2020

Key Projects

LIDAR Visualisation Tool | Internship Project | May'19 - July'19

- Created *desktop S/W from scratch* for analysis of self driving car sensor data
- **Highly technical** nature of the domain; Lack of established design patterns
- Responsible for **interactive prototyping**; Involved in end-to-end Process

Whatsapp Group Moderation | Prof. Rajamanickam | Feb'19 - Jun'19

- Online Governance, Platform Design
- Featureset that assists admins in content regulation
- Based on extensive user research that studied group chat norms in India

Save My Fashion | Prof. Juho Kim | Sep'19 - Dec'19

- Crowdsourcing, Platform Design
- Evaluated with **57 Users**; Both **Qualitative & Quantitative** research methods
- **Won Best Crowdsourcer Award!** for engaging the most users

Kissan Saathi | Prof. Sudhir Bhatia, bRnd Studio | Sep'18

- Handled the UX writing, information architecture & user flows
- Worked with **6-10 farmers** throughout the process for constant feedback
- Proposed design lets farmers access **Agro Policy knowledge** than the jargon

Miscellaneous Experiences

Fields of View (Non-Profit) | April'21 - Present

Constitution Project

Conceptualising, Designing and coding digital games for Critical engagement of the public with Constitutional Logic. The game presents dilemmas that force players to deliberate on, rationalise and articulate their choices.

Mozillafest, Mozilla Foundation | September'20 - Present

Working group on Truth as Public Good

Discussing and writing about mechanisms to establish public arbitrators of truth as opposed to private one with corporate interests. Details regarding verifiability, awareness and decentralisation are key concerns.

Baltan Labs, Netherlands | November'20 - January'21

Synthetic Media and Deepfakes

Part of a four member multi-disciplinary team that explored the future of targeted advertising from the lens of personalised Deepfake videos. Mentorship by ThoughtWorks Arts & Baltan Labs.

Centre for IT and Public Policy, IIIT Bangalore | December'20

Winter school on Democracy in the Age of Machine Intelligence

Participated in a range of talks & discussions on themes of Machine Learning in the context of Socio-Technical systems. Special emphasis on its effects on individual autonomy and collective decision making.

National Gallery of Modern Art, Mumbai | January'18 - March'18

Nature Embedded - Experiential Exhibition

Designed, fabricated and deployed a three storey tall hanging structure representing the elements of nature. Curated by Prof. Ravi Poovaiah