

Aditya Sisodiya

Interaction Designer | HTW | NID | IIT

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Education

HTW Berlin, Germany

Exchange Program - HCI & CD

2019 - 2020

National Institute of Design, Bangalore

Masters in Interaction Design

2018 - Present

Indian Institute of Technology Guwahati

B.Tech Chemical Science and Technology

2013 - 2017

Experience

UX Design Intern- Samsung R&D | 6 Months

June 2020 - Nov 2020

Identify 5G intervention touch points & design experience for Platform Agnostic gaming on Samsung Devices

UX Design Intern- Infoedge | 99acres | 2 Months

May 2019 - July 2019

Created VUI for 99acres property posting form which reduced form filling time by 60%. Also redesigned the elements and UI of property posting form on 99acres website.

Research Intern - Microsoft Research & ARLab - IIT Guwahati

2016 - 2017

Worked on an educational game as a Lead Game Developer.

Projects

Car Configurator - AR (Mobile) and VR (HTC Vive)

Createxion, On Google Playstore

Designed a VR/AR Car configurator using which users can explore their future car, get a better view of available color options and accessories.

Alicia - Smart voice shopping assistant

Dialogflow, VUI Conversational User Interface

Developed voice assistant to help users select right products

Draw It - AR

On Google Playstore, Immersive Experience

Draw It! is an AR creative app. Users can create collaborative art in shared augmented space.

Project T.U.D.I.R.C - Game Controller

Physical Computing

Developed a controller and games that use hand gesture, sound intensity and heart rate as an input.

Awards

Unreal Enterprise Program 2020

NDA - Shared Augmented Space

Actions on Google Program 2019

Smart shopping Assistant

Unreal Engine Summer Jam 2018

Best Mobile Game - Got Away With It

Kriti 2017 - IIT Guwahati

First position - Game Development

Kriti 2016 - IIT Guwahati

First position - Game Development

Skills

Research and Design

User Research

Rapid prototyping

Empathy Mapping

Usability Evaluation

Heuristic Evaluation

Cognitive Walkthrough

Information Architecture

Information Visualization

Qualitative Research Methods

Conversational User Interface

Tools & Programming

Unity

Lumberyard

Dialogflow

Unreal Engine

Cinema 4D, Maya

Substance Painter

Adobe Ps, Ai, Ae, Pr, XD

C++, Arduino

Development

VR Cross platform

AR Mobile platform

Game Development,

Multi-user application

Voice User Interface

Leadership

Team leader - National Social Services 2016

Taught physics to high school students in outskirts of Assam. Organized cloth donation and cleanliness drives.