

Swar Gujrania

Seeking full time UX opportunities in 2020

Experience

○ Honeywell | UX Design Intern (HBT Security)

May 2019 - August 2019

Integrated Security Console

UX design & research

A cohesive security system for camera, access and intrusion control

- Designed a hierarchical system for managing alarms for Honeywell's enterprise-scale security console. Delivered Hi-fi prototypes following through the complete UX cycle.
- Hierarchical information architecture reduced the cognitive load for the users and reduced the turn-around time for actioning security incidents.

○ Georgia Tech | Student (MS-HCI)

Aug 2018 - May 2020

Hashtag Guru

User research & Interaction design

A mobile-based solution for impactful social media content publishing

- Studied Atlanta's artisan community to identify opportunities for their business growth through social media. Architected a mobile solution that accelerated online content publishing through effective usage of hashtags.
- The application bridged the social media knowledge gap for small & medium art based businesses. The users could reach a wider audience because of growth in online presence.

Research Repository

UX design & research

A comprehensive knowledge management system for Focus Brands Inc.

- Designed plug-ins for a Microsoft Sharepoint based knowledge management system to improve the search, organization & communication of corporate research artifacts.
- Introducing plug-ins, as opposed to a new system, reduced the initial learning curve, while making the file management process more efficient, effective and usable.

Project Hyperloop

Visual design, Brand development

A mobile solution for booking travel on a futuristic, hyperloop-based transport

- Designed the complete visual system for SpaceX's Hyperloop. Demonstrated the use of various components through application on web, mobile and print media.

○ Microsoft | Software Consultant (Cloud & IoT)

June 2015 - July 2018

Project Emoi

User research, Concept design

Visualizing user's emotional engagement in realtime

- Designed & prototyped a tool that captures user's emotions from their physiological responses (eg. facial expressions, skin conductance) and visualizes them in real time.
- The tool provided a quantitative measure of user's emotional experience during product interactions, which reduced the need for subjective evaluation.

Education

Georgia Tech

MS (Human Computer Interaction)

Aug 2018 - May 2020

GPA: 3.85

GGSIU

B.Tech (Computer Science)

Aug 2011 - June 2015

GPA: 83 / 100

Skills

UX Design

Problem definition

Value identification

Stakeholder mapping & Personas

Storyboarding

Sketching / Paper Prototyping

Wireframing

Hi-fi prototyping

User Research & Testing

Surveys

Interviews

Contextual Inquiry

Affinity Mapping

Journey mapping

Empathy mapping

Heuristic Evaluation

A/B testing

Card Sorting

Usability Testing

Tools

Sketch

Invision

Adobe Creative Suite

Framer


HTML

CSS

JavaScript / JQuery

C# / .Net

Contact

 <http://swargujrania.com>

 [linkedin.com/in/swargujrania](https://www.linkedin.com/in/swargujrania)

 swar.gujrania@gmail.com

 +1 404-910-9477

Other Projects

Medline Wheelchair Analysis

Design research & Anthropometry

Ergonomic Assessment & Design recommendations for Medline Wheelchair

- Measured a Medline Wheelchair, compared them against various anthropometric datasets (CAESAR, ANSUR etc.), identified mismatches and outlined design recommendations to alleviate pain points.
- For the American population with sample ranging from 25th percentile women to 75th percentile men, the design recommendations improved the satisfaction levels of both the patients and the care-givers

Flow in Video Games

User research, Behavioral Study

Automated assessment of user's engagement in video games

- Conceptualized the project idea of using flow for measuring engagement in video games. Designed & conducted within-subject user studies, including multi-modal capture of users' physiology (eye-tracking, facial expressions & GSR).
- Designed questionnaires for measuring user's flow during as well as in between play sessions based on standardized Flow based surveys (FSS & DFS-2). Aggregated the findings and presented in visual format.

What's your Poison

Brand & visual system development

Poison - a hypothetical luxury brand for women's lingerie

- Developed the complete visual system and communication guidelines for a luxury brand for women's lingerie. Created web and print based communication material for the opening ceremony of brand's store.

Microsoft Connected Vehicle Platform

IoT, Software development

Empowering auto-manufacturers to create intelligent driving experience

- Worked with partners from Renault & Nissan on in-vehicle communication, user dashboard & vehicle management.
This Agile-driven project became the launchpad for Microsoft's Connected Vehicle Platform. Working in globally distributed teams across France, US, Japan & India was a learning experience in terms of communication & expectation management.

Intelligent ERP

Concept design, software prototyping

Enabling Microsoft AX with IoT for improved user efficiency & effectiveness

- Studied the consumption of Dynamics AX (Microsoft's ERP suite) in Manufacturing & Retail industry. Identified IoT based automation opportunities in these domains.
Augmented the current system with IoT capabilities led to increased efficiency and effectiveness in business processes, while reducing errors human induced errors.

DIY Drone

Hardware & software prototyping

Augmenting an AR Parrot 2.0 for enabling a remote, mobile-based control

- Designed a DIY kit for AR Parrot 2.0 drone to enable control from a remote, mobile interface. Developed the module responsible for communication over cellular data.
The kit allowed drone communication over cellular data (LTE), removing the need of expensive WiFi beacons & making the drone's area of control wide and dynamic.

Project LuminAI

AI research, Movement Computing

Virtual AI agent that can dance with you.

- Research & analyze human movements using Laban's movement theory, and adopt them computationally into AI for more intuitive interaction.
Designed an Icosahedron based framework to analyze human movements based on their relative location in & interactions with the surrounding space.