

Avyay Ravi Kashyap

User Experience Designer
and Researcher

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EDUCATION

Indiana University Bloomington — 2022 - present

Master of Science in Human Computer Interaction Design

IDC School of Design, Indian Institute of Technology Bombay — 2015 - 2020

Dual Degree in Interaction Design | CGPA: 8.48/10

WORK EXPERIENCE

UX Designer, Reliance Jio — August 2020 - July 2022 | 1 year 11 months

- Established a working communication channel with business, product and developer teams to plan and lead the design effort of 10+ modules of the internal employee service portal.
- Spearheaded the improvement of the customer experience of Jio's e-commerce platform, JioMart, through collaboration with product and business teams, user research, creation of information architectures, wireframes, and high fidelity and engaging mock-ups ending with developer hand-over.

UX Intern, Philips Innovation Campus Bengaluru — May 2018 - July 2018 | 3 months

- Conceptualised a solution to detect early signs of Conduct Disorder in children through emotion sensing technologies and IoT. The concept involved monitoring indicative vitals through unobtrusive solutions to improve the quality of care provided to the children.

PUBLICATION

Kashyap, Avyay Ravi. "Behaviors, Problems and Strategies of Visually Impaired Persons During Meal Preparation in the Indian Context: Challenges and Opportunities for Design." The 22nd International ACM SIGACCESS Conference on Computers and Accessibility. 2020.

AWARDS

2nd position, **ASSETS Student Research Competition** (Graduate Category)

SKILLS & INTERESTS

Design Interaction Design, UI/UX Design, Brainstorming Methodologies, Problem scoping, Wireframes, Rapid Prototyping, Product Prototyping, Information Architecture, Design Systems, User flows, Journey Maps, Personas, Storyboards, Information Visualisation, Tangible Interface Design, Voice User Interface, Motion design, Adobe Creative Suite, Figma, Sketch, ProtoPie, Invision, Principle, FramerX, Blender3D, Final Cut Pro, Tableau, Design History

Research User Interviews, Contextual Inquiry, Qualitative Research Methods, Literature Review, Usability Testing, Cognitive Walkthrough, Benchmark Analysis, Heuristic Evaluation, Ethnography, Time Motion Analysis, Affinity Mapping, Agile methodologies, Matrix mapping, Experiential Journey Mapping, User Journey Mapping

Code HTML, CSS, C++, vanilla JS, Unity3D, Scratch, Arduino prototyping