

ABHIGYAN KAUSTUBH

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UX. AI. Business. Built orgs. Led cross-functional teams on 6 products and 7 programs since 2010.

EXPERIENCE

Founding Board Member | VR Co-op

Mar'17 - Present

- Improving VR access in prisons, libraries, and schools in Seattle. Developed vision, goals, strategic differentiators, and strong organizational buy-in via conducting activities like design charrette.

Product Manager | Independent, Seattle

Oct'16 – Aug'17

- Led a team of 9 on an [MR product](#) for disaster response. Defined goals, milestones, and requirements.
- Identified main user needs to create user story, prototypes, assets, **dashboards**, and 4 key features.
- Won [award \(+ GeekWire coverage\)](#), secured 2 clients, and invited to Immerse'16 and PIEPC'17.

Research Scientist | RATLab LLC, Seattle

Oct'15 – Jun'17

- Transformed research in VR, AI and UX into 2 products and data **visualization** POCs and features.

Product for Collaborative Brainstorming

- Built the product's kernel at SEA-VR Hack. Featured in [GeekWire](#) and was hired by RATLab.
- Led an R&D team of 5 at RATLab to develop it further. Defined product vision, roadmap, key use cases, feature priority, and deliverables. Wrote product requirements document.
- Led weekly scrum meetings, design sprints, and development (Agile). Designed search, bots, and social interaction features to support **information visualization** and brainstorming in VR.
- Coordinated with [High Fidelity](#) to build developer tools which enabled the users to create their own assets, interactions and environments on top of the platform. (HTC Vive)

Product for Dementia Patients

- Designed a VR game with a team of 5 to provide cognitive therapy to Dementia patients.
- Led the product discovery process. Performed literature review and competitor analysis.
- Built relationships with teams in USA, UK and Brazil to clarify the field's business space, and enrich feature list and overall development. Created storyline, game play, and assets. (Oculus)

EnvelopVR (Startup)

- Enabled launch client's VR platform by improving its UX with their Dev and Leadership teams.
- Significantly enhanced user engagement in VR. Streamlined the platform UX by designing consistent interaction models across all tools. Created 4 POCs and PRDs to enrich the platform.
- Identified KPIs, development priority and factors for measuring user experience from storyboarding, usability testing, prototyping, heuristic analysis, and interviews. (Oculus)

Founding Member + Ambassador | Virtual World Society

Oct'15 – Jun'17

- Collaboratively defined vision, mission, and goals. Communicated value proposition differentiation, driven by market data, to different stakeholders to align and improve organizational engagement.
- Built a subscription-based business model and identified factors for defining outreach programs.
- Evangelized and established presence in 5 countries. Facilitated launch of Nigeria's 1st [VR Hackathon](#).

Graduate Staff Assistant | University of Washington-IT, Seattle

Jul'14 – May'15

- Created a **visual analytics product** to track and edit features in UW's Learning Management System.
- Provided insights to the leadership, and improved content discovery for students by 50-90%.

Director of Marketing | Business IT Society, Seattle

Mar'13 – Dec'13

- Defined new vision and value proposition. Slashed off 50% of sub-optimal offerings, and created marketing campaigns and brand in accordance. Collaborated with different teams to launch 3 events, forge 6 partnerships, grow members by 200%, and raise sponsorship from Ernst & Young.

Software Development Roles

PitchBook Data, Seattle

Jul'14 – Nov'14

- Initiated User Centered Design process in the team. Created **dashboards** for the firm.

MyUnfold, Seattle

Jul'13-Sept'13

- Streamlined startup's strategy & informed product design via UX research and development.

Bhabha Atomic Research Center, Mumbai

Aug'11 – May'12

- Led a team of 4 to design the org's **Graphical Network Monitoring System**.
- Collaborated with leadership in different functional domains to identify security threats, define strategy and get buy-in. Deployed 4 features to reduce issue handling times by 70%.

ACHIEVEMENTS

- [Discovered](#) 2 types of phytoplankton using **data visualization** and machine learning. (Led a team of 3 as **PM + Dev**)
- Organized several technical events, emceed audience of 1500+, and secured sponsorships of \$30,000+.
- [10+ Talks](#) at MR, AI and UX events.
- Invited to build strategy for Mixed Reality and Digital Citizenship by IEEE. (Whitepaper - 18 people from USA)
- Won [10+ technical awards](#).
- [20+ projects](#) in MR, AI and UX.

SKILLS

Business

Vision, strategy, and roadmap definition
End-to-end process pipeline development
Cross-functional leadership & buy-in
Product launch

Languages + Tools

Python, C#, Java
Tableau, Balsamiq

UX Methods

Research, Design, Natural UI

EDUCATION

MS in Information Management:

UX, ML, Business
University of Washington, Seattle, USA

BE in Computer Science:

HCI, AI
University of Mumbai, India

[Details](#)