

AI + UX Generalist | Machine Learning, Deep Learning, Computer Vision, User Experience Design, Virtual and Mixed Reality
Built orgs. Led cross-functional teams since 2010 on 7 programs and 6 products (end-to-end) in industry, academia, R&D lab, government, non-profits and startups. Won 10+ technical awards and invited to speak at conferences, panels and university.

EDUCATION

M.S. in Information Management | University of Washington, Seattle User Experience, Machine Learning, Business
• 3-month Ethnography in Tahiti

B.E. in Computer Science | University of Mumbai, India Human Computer Interaction, Artificial Intelligence

EXPERIENCE

Leadership + Business

Founding Board Member | VR Co-op, Seattle Mar'17– Present
• Defined vision and goals for making VR more accessible in the Seattle area. Establishing strategic partnerships with VR entities like HTC Vive and members in the VR community to enrich education programs in schools, prisons, libraries, etc.

Product Manager | Independent, Seattle Oct'16 – Aug'17
• Led a team of 9 to build a [Mixed Reality product](#) for disaster response. Defined goals, product plan and deliverables.
• Won [Humanitarian Assistance Award](#), secured 2 clients, and presented at Immerse Summit'16 and PIEPC '17.
• Managed end-to-end process. Conceived 4 features. Created user flows, prototypes, assets, and dashboards. (Hololens)

Founding Member + Ambassador | Virtual World Society, Seattle Oct'15– Jul'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 the US, India, Nigeria, China, and Israel. Facilitated launch of Nigeria's 1st [VR Hackathon](#).

Director of Marketing | Business IT Society, University of Washington, Seattle Mar'13 – Dec'13
• Slashed off 50% of sub-optimal offerings to focus on the key value proposition, and created marketing campaigns, positioning, and branding. Launched 3 events, forged 6 partnerships, grew members by 200%, and raised sponsorship from Ernst & Young.

Research

Research Scientist | RATLab LLC, Seattle Oct'15 – Jul'17
Advisor: Dr. Thomas A. Furness III
• Researched on nascent tech in VR, AI, and UX fields: multimodal inputs, NUI, social VR and adaptive environments (Speech, AI, Search, Design). Transformed research into 2 products, several POCs and teaching material for University of Washington, Seattle.

VR App 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)

VR App 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)

Program Manager + Developer | eScience Institute | UW CSE, Seattle

Dec'14 – Jun'15

Advisors: Dr. Bill Howe, Dr. Sophie Clayton

- Led a team of 3 to [discover](#) 2 new types of phytoplankton. Presented a [poster](#) at UW 2015.
- Defined goals and managed deliverables with stakeholders. Wrote ML code and created dashboards.

Graduate Research Assistant | PATH | National Science Foundation | UW CSE, Seattle

Jun'13 – Sept'13

Advisor: Dr. Richard Anderson

- Researched on improving maternal and neo-natal health in rural India through Public Health Messaging.
- Published a [Note](#) at ICTD 2013, South Africa. Findings incorporated into successive iterations of PATH's product.

Design + Development

Graduate Staff Assistant | UW-IT, Seattle

Jul'14 – May'15

- Created a visual analytics product to track and edit features in UW's Learning Management System to gauge student performance.
- Provided insights to leadership. Improved content discovery for students by 50-90%.

Data Visualization Research Intern | PitchBook Data, Seattle

Jul'14– Nov'14

- Initiated User Centered Design process in the team. Independently created dashboards for the firm.

Software Developer Engineer Intern | MyUnfold, Seattle

Jul'13 – Sept'13

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

Software Developer Engineer Intern | 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%.

Software Developer Engineer Intern | Larsen & Toubro, Infotech, Mumbai

Jul'10 – Aug'10

- Improved staff engagement by 30 % by designing an internal social network platform for the org.

Consulting

Technical Consultant | BITS Consulting, Seattle

Oct'13 – Dec'13

- Worked on the BITS Database project team. Clients ranged from IT Healthcare to Arts and Sciences.

Student Consultant | University of Washington | Adaptive Biotechnologies, Seattle

Apr'13 – Jun'13

- Created [diffusion plan](#) for [clonoSEQ](#), a product for MRD detection of Cancer (Leukemia). Identified early adopters and advised on go-to-market strategy. Investigated methods of getting FDA approvals, navigating HIPAA, etc.

Teaching

Guest Lecturer | University of Washington (UW), Seattle

Sept'16 – Dec'16

- Developed a VR grad course. Mentored teams on 32 VR apps and a Ph.D. theses. (Google Cardboard)

Graduate Teaching Assistant | MS in Human Computer Interaction+ Design, UW, Seattle

Mar'14 – Jun'14

- Assisted in developing and teaching the program's first User Research Studio course (HCID 531) and Capstone event.

TECHNICAL SKILLS

- **Languages + Libraries:** Python, C++, C#, Java, Numpy, Plotly, OpenCV, Scikit-learn, TensorFlow, Keras, Caffe
- **Tools + Engines:** Balsamiq, Unity, Blender, Tableau, MATLAB, Git, Sketch, Adobe Photoshop
- **Devices:** Oculus (Rift, GearVR), HTC Vive, Microsoft HoloLens, Google Cardboard, Tango, Mobile (Android + iOS)
- **UX Design:** VR/AR IxD, Storyboarding, Rapid prototyping, Localization, Responsive design, Accessibility
- **UX Research:** Focus groups, Usability testing, Statistical analysis, Heuristic analysis, Surveys, Ethnography
- **20+ Projects** in Machine learning, Deep Learning, Computer Vision, VR, Mixed Reality, User Experience. See details [here](#).

PUBLICATION

- **"Questioning Feedback: Improving Public Health Messaging"** Perrier T., Kaustubh A., Gupta A., Anderson R.
International Conference on Information and Communication Technologies and Development, Cape Town, South Africa, '13.

TALKS

VR + MR

- Future of Mixed Reality and Digital Citizenship, IEEE-SA Think Tank, NYC, July 2017.
- Mixed Reality solution for improving triage in disaster response, PIEP Conference, Tacoma, April 2017.
- Technology (VR) for Good panel at Twist 360° Festival, Seattle, 2016.
- Mixed Reality product "DisastARcons" for improving disaster response at the Immerse Summit, Seattle, 2016.
- Virtual World Society's mission of "VR for Good" at the VWS booth, at Immerse Summit, Seattle, 2016.

AI

- Upcoming talk on Adaptive Environment (integrating AI with VR) in the Greater Seattle area.
- Discovery of new categories of Phytoplankton in the Pacific at University of Washington, Seattle, 2015.
- Face Detection and Recognition, Technical Paper Presentation Competition, Computer Society of India, 2011.
- Overview of Scalable SQL and NoSQL Data Stores, University of Washington CSE, Seattle, May 2013.

Others

- Applying UX Principles in Research domains to improve community involvement, UW, Seattle, March 2017.
- Graphical Representation of Network Monitoring System, Bhabha Atomic Research Center, 2012.
- 3D Data Storage, Technical Paper Presentation Competition, ETSA, University of Mumbai, 2011.
- Ad-hoc Networks and Distributed Computing, Seminar, PVPP, University of Mumbai, 2011.
- Cloud Computing, Technical Paper Presentation Competition, CSI Student Chapter, University of Mumbai, 2009.

ACHIEVEMENTS

- Invited to IEEE Think Tank for building strategy for Mixed Reality and Digital Citizenship (18 people from USA).
- Won [Humanitarian Assistance Award](#) for Best VR Experience at SEA-VR Hack IV, 2016.
- [Honorable mention](#) at the SEA-VR Hack II, 2015.
- Won scholarship for Business Plan Competition by Kick Incubator Seattle, 2014.
- MSIM Dean's Scholarship, 2013-14. (Merit based - awarded to 2 out of 80).
- Won several Best Paper Awards (1st Place, 2nd Place) at regional Technical Paper Presentation Competitions, 2010-12.
- Won Best Speaker Award at ITSA Technical Paper Competition, University of Mumbai, 2011.
- Best Male Personality Award, University of Mumbai, March 2012.
- Won 1st and 2nd Places in several Debate Competitions, 2006-2012.
- Directed several successful events, emceed audience of 1500+, and secured sponsorships of over \$30,000. (2008-Present)

IMPORTANT ENGAGEMENTS

- **Invited Judge** at VR events, inter college technical paper presentations, and robotics competitions.
- **Co-Editor**, Computer Society of India (CSI) and IEEE College Newsletter, 2011-12.
- **College Representative**, Vivekananda Memorial Inter-Collegiate Debate at V.E.S.I.T., Mumbai, 2011.
- **Head**, Paper Presentation and Robotics Competitions, Computer Society of India (CSI), 2010-11.
- **Volunteer**: Led events for Bone Marrow Drive, Food Bank, Blood Donation, Art of Living, Child Rights and You, 2006-15.