

SAUMYA GUPTA

EMAIL ID

saumya@uci.edu

CONTACT

248-997-6950

PORTFOLIO

<http://saumyasaumya.com>

Objective: I am an HCI student, a researcher, designer, and maker. I am seeking internship opportunities where I can contribute as an HCI Researcher / UX Researcher and Designer / Product Designer. Please visit my **portfolio:** <http://saumyasaumya.com>

EDUCATION

Graduate Student Researcher (PhD), Informatics, University of California Irvine (Sept 2016): GPA: 4.0

- Courses: Qualitative and Quantitative Research Methods in Informatics, UI Design and Evaluation, Ubiquitous Computing and Interaction, Digital Media Moods and Behavior, Social Analysis of Computing, AR/VR Theater

B.E. Computer Science & M.Sc. Economics, BITS Pilani (August 2009 – July 2014) GPA: 8.78/10.0

- Courses: Database Systems, Operating Systems, Data Structures and Algorithms, Object Oriented Programming

WORK EXPERIENCE

- **User Experience Architect Intern:** Environmental Systems Research Institute (ESRI), ArcGIS Pro (June – Sept 2018)
- **Teaching Assistant:** UCI, Human Factors for web, Senior Design Project, HCI, Critical Writing (Jan 2017 – June 2018)
- **Associate Software Engineer:** EMC², eNAS VMAX (January 2014 – May 2016)
- **Software Developer Intern:** Informatica, Data Quality (July 2013– December 2013)

SKILL SET

- **Design and Research:** Fabrication, Usability Studies, Iterative Design, User Research, Persona Creation, Storyboarding, Affinity Diagrams, Card Sorting, Information Architecture, Creating Wireframes, Prototypes, Visual Design, Responsive Design, Interviews, Qualitative coding and analysis
- **Design Tools:** Adobe Illustrator, Adobe Photoshop, Adobe XD, Invision, Visio, Balsamiq, Laser Cutter
- **Languages:** Java, C, C++, Python, C#, SQL, HTML, CSS
- **Development and Analysis Packages:** Eclipse, Arduino, WordPress, Unity, Android Studio, MATLAB, Toad

PROJECTS

Master's Thesis, Transformative Play Lab, UCI (April 2017 – June 2018)

Tangible Interactive Storytelling in Ambient Environments

- Aimed to investigate how readers explore interactive stories at the level of their emotional and aesthetic context without impacting the story's plot. Also explored how diegetic interfaces can connect readers with the story world
- Created and studied a tangible storytelling installation inspired by Indian mythology and culture where readers interact with interleaved stories by forming different ambient environments via light, sound, music, and video.
- Designed and created the system through iterative design, user testing, and literature review
- Ran 25 studies sessions and interviews. Observed 3 different levels of agency that people interacted with, the role of diegetic interfaces, and the importance of developing literacy. Proposed design implications based on findings

User Experience Architect Intern, ESRI (June– September 2018)

UX Design and Research for ArcGIS Pro

- Created two personas for expert cartographers who use ArcGIS Pro by conducting 12 interviews. Also identified pain points for the product and proposed design recommendations
- Delivered and reviewed designs for feature teams of Esri's desktop GIS product ArcGIS Pro

Social and Technological Action Research Group, UCI (November 2016 – December 2017)

Therapeutic Virtual Reality System on Social Skills for Children with Autism

- Designed, developed, and studied a multi-player VR game in HTC Vive teaching social skills to children with autism
- Conducted user research, iterated by testing paper prototypes and technical probes with children, ran the study
- Deeply engaged the children and observed a learnable behavior towards 2 out of the 3 social skills we designed for

Ubiquitous Computing Course Project, UCI (October 2017– December 2017)

Touch to Talk

- Aim to encourage social media interactions in the real world using social media metaphors via tangible interfaces
- Created LED clothing where patterns lit up showing interactions with friends, acquaintances, strangers via a ‘poke’

AR/VR Theater, Transformative Play Lab, UCI (January 2018- June 2018)

Virtual Reality Experience for Theater

- Designed and developed a VR based pre-show experience for an upcoming theatre musical – The Next Fairy Tale
- Players guided the emotional tone of a character in a narrative based game, to empathize with the characters

Ubiquitous Computing Course Project, UCI (January 2017– April 2017)

Tangible Memory Recording Platform

- Created a playful tangible memory storage system that captures videos. This design was inspired by the movie *Inside Out*. People interacted with colored balls to record and view their memories.
- Created a video depicting the ideal form of the system that would be dependent on future technology

Social Analysis of Computing Course Project, UCI (September 2017)

Trending Time Mobile Application Design

- Designed a mobile application that helps people monitor and limit the time they spend on social media
- Conducted user interviews, created personas, affinity maps, storyboards, wireframes, live prototype, technical prototype, usability tests and high-fidelity prototypes

EMC² Bangalore (August 2014 – May 2016)

Embedded NAS Version 1.0

- Worked on the release of a virtual file server which was embedded into EMC’s core storage product VMAX
- Delivered proof of concepts for shifting the product to a completely new architecture, was rewarded for the same
- Delivered a proof of concept for provisioning both block and file storage through a single command, automating a 7-8 step process. Awarded a financial reward for this project
- Developed modules for unification of block and file storage UI using REST, enabling unified management

PUBLICATIONS

- **Gupta, S.**, Tanenbaum J., Tanenbaum K. (2019, March) Shiva’s Rangoli: Tangible Storytelling through Diegetic Interfaces in Ambient Environments. Accepted for TEI 2019
- **Gupta, S.**, Venkateswaran, P., Khurana, S., & Rayavaram, S. (2018, April). Touch To Talk: A Wearable Representing Social Media Metaphors. In Extended Abstracts of the 2018 CHI Conference on Human Factors in Computing Systems (p. LBW128). ACM.
- Boyd, L. E., **Gupta, S.**, Vikmani, S. B., Gutierrez, C. M., Yang, J., Linstead, E., & Hayes, G. R. (2018, April). vrSocial: Toward Immersive Therapeutic VR Systems for Children with Autism. In Proceedings of the 2018 CHI Conference on Human Factors in Computing Systems (p. 204). ACM.
- **Gupta, S.** (2018, June) Shiva’s Rangoli: Tangible and Interactive Storytelling in Ambient Environments. (UCI Master’s thesis)

WRITING

- **Gupta, S.**, Tanenbaum J. (2018) Shiva’s Rangoli: Evaluating pleasures of agency in interactive storytelling. Manuscript submitted for review and publication to CHI 2019
- **Gupta, S.**, Vikmani, S. (2017, March) “Tangible Memories” (Paper for course project – Advanced Ubiquitous Computing)
- **Gupta S.** (2017, June) “Time Management: Does professional experience help in an academic setting?” (Paper for course – Quantitative Research Methods in Informatics)
- **Gupta S.** (2017) “The Holy River, The Magical Medicine, and The Changing Course” – Fictional Stories for Master’s Thesis