SIDHANT **GOYAL**

+91 9954704300
sdhntgoyal4@gmail.com
www.sidhantgoyal.in

EDUCATION

INDIAN INSTITUTE OF TECHNOLOGY, GUWAHATI

Bachelor in Design **[B.Des]** | 2016
Pre-Final Year
CPI: 6.98 | **SPI**: 8.17

MODERN SCHOOL

CBSE **12th**: 80.2%
CBSE **10th**: 90.2%

INTERESTS

User Experience Design
Human Computer Interaction
Visual Communication
Tangible User Interfaces
Augmented Reality

SKILLS

DESIGN

Questionnaire design
Usability Testing
Task Load Analysis
Affinity Analysis
Persona Creation
Contextual Enquiry
Focus Group Interviewing
Card Sorting
Heuristic Evaluation
User-Interface Design
Information Architecture
Ethnography
Prototyping
Quantitative Research
A/B testing

SOFTWARE

Adobe Creative Suite [Illustrator,
Photoshop, Dreamweaver, After Effects,
Flash], Balasmiq, Sublime Text, Arduino,
Eclipse, Processing, MS-Office

PROGRAMMING

C/C#
HTML5/CSS3, Twitter Bootstrap
Javascript, Actionscript 3.0
Processing, Arduino
Wordpress (CMS)
PHP, Python

**OPERATING
SYSTEM**

Windows, Mac, Linux

EXPERIENCE

TOUCHMAGIX | USER EXPERIENCE DESIGN INTERN
INTERACTIVE KINECT GAMES, LEARNING SCIENCE | MAY-JULY 2014
Designed and developed Interactive Gesture based Multiplayer
kids learning games on kinect and various other sensors to promote
collaborative learning through games.

TECHNICHE 14 | WEBSITE DESIGN
INFORMATION ARCHITECTURE, CARD SORTING | JAN - FEB 2014
A comprehensive study was done and a structured information
architecture was created after performing user surveys and card sorting.
Performed user testing against paper prototype and insights to concept
validation and design improvement.

MOVIE MOSAICS | SELF INITIALIZED PROJECT
DATA VISUALIZATION | NOV - DEC 2013
Films were converted into one image of about 10,000 pixels. These pixels
were the dominant colors of the frames of the film which were extracted
at regular intervals using a Python script, which also extracted the
dominant color of each of the image. These beautiful mosaics represented
the movie symbolically.

INTERATIVE INFORMATIVE KIOSK (CHI) | ACADEMIC PROJECT
USER RESEARCH, PROTOTYPING| NOV 2014 - PRESENT
The project focues at increasing the exposure to the tradition of making
of local rice beer in various areas of assam and providing an interactive
solution to tell the information to the travellers through an informative
interactive kiosk

3D FOOD PRINTING | OZCHII 24 HOUR DESIGN CHALLENGE
RESEARCH, ETHNOGRAPHY | NOV 2014
Designed a creative interface and experience of printing organic
foodstuffs like fruit and vegetables to balance the ingredients in such
a way that their taste is not compromised and at the same time the
nutritional value of the food is maintained.

AIR SHOOTER | HTML5/JAVASCRIPT GAME | SELF INITIALIZED
GAME DESIGN AND DEVELOPMENT | MAY-JULY 2014
Designed and Developed a HTML5/Javascript based game which
involves a player jet which kills the enemy jets by firing bullets.

RE-BRANDING UDGAM | EDC IIT GUWAHATI
IDEATION, CONCEPTUALIZATION, PROTOTYPING | JULY 2013 - PRESENT
Re-Branding the entire fest, on the theme of "The Outliers". Work involves
Brainstorming, Ideation, Conceptualization, Prototyping

**AWARDS/
RECOGNITION**

Selected in IIT- JEE with a percentile score of 99.5%
Selected in AIEEE with rank 3500
Design Manager : EDC (Entrepreneurial Development Cell, IIT Guwahati)
Selected amongst top 50 student to attend USID Gurukul at IIT Kanpur
First in Inter-Hostel documentary making competition