

VINEET KAMBOJ

ARCHITECT / INTERACTION DESIGNER

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WORK EXPERIENCE

SIEMENS RESEARCH • UX RESEARCH INTERN

MAY 2017 - JUNE 2017 | BENGALURU, INDIA
(2 MONTHS)

- UX research in the domain of Augmented/Mixed Reality
- Designing and prototyping applications for Microsoft Hololens
- Multiple AR prototyping using Vuforia

SHIPSY • LEAD INTERACTION DESIGNER

JANUARY 2016 - JULY 2016 | GURUGRAM, INDIA
(7 MONTHS)

- Worked on multiple projects ranging from internal company products to consumer products
- Major projects: Dashboard for Logistic Hubs Manager, Geo-Fencing App for field executives, Rider App for delivery boys, Analytics platform for Logistics, Pickup and Delivery pre-booking web platform
- Responsible for Information Architecture, Flowcharts, Wireframing, Interface design and Prototyping
- Key role in the defining scope of the projects and working with front-end and back-end teams extensively to come up with a finished product

ZILLION DREAMS • UI / UX DESIGNER

MAY 2015 - JANUARY 2016 | GURUGRAM, INDIA
(8 MONTHS)

- Worked on website design, icons design and email cards
- Responsible for designing interface for mobile applications and web applications
- Conducting user interviews to gather insights and strategizing the product experience

FREELANCE • ARCHITECT / DESIGNER

JANUARY 2014 - JUNE 2016 | NEW DELHI, INDIA
(2 YEARS 6 MONTHS)

- Worked on various architectural projects from design to execution level
- Interior and furniture design and execution
- Worked on multiple brand and identity design projects, UX/UI projects

M:OFA STUDIOS • ARCHITECTURAL INTERN

JUNE 2013 - NOVEMBER 2013 | NEW DELHI, INDIA
(6 MONTHS)

- Primary role was to design, draft construction drawings and making site visits
- Worked on Interior Design and Architectural Design Projects
- Worked on studio website design and booklet design (studio portfolio)

EDUCATION

INDIAN INSTITUTE OF TECHNOLOGY, BOMBAY • MASTER OF DESIGN

JULY 2016 - JUNE 2018 | MUMBAI, INDIA

INTERACTION DESIGN

DCR UNIVERSITY OF SCIENCE & TECH, MURTHAL • BACHELOR OF ARCHITECTURE

AUGUST 2010 - MAY 2015 | HARYANA, INDIA

ARCHITECTURE DESIGN

SKILLS

DESIGN

UX Research
User Studies
Usability Evaluation
Information Architecture
Wireframing
Prototyping
Rapid Prototyping
User Persona
Parametric Modeling
Animation
Motion Graphics

SOFTWARE

Gaming Engines
Unity 3D
Unreal Engine
Prototyping Tools
Sketch
Adobe XD
Origami
Graphics
Illustrator
Photoshop

CAD Tools
Rhinoceros3D
Blender
AutoCAD
Cinema4D
Grasshopper
3DS Max
Texturing Tools
Substance Designer
Substance Painter

Rendering Tools
Keyshot
V-Ray
Video & Motion
Premiere Pro
After Effects
Principle
Adobe Animate
Hardware
Arduino

SDK's
MixedReality Toolkit
htc Vive Sdk
Magic Leap Sdk
Leap Motion Sdk

LANGUAGES

HTML
Css
C#
JavaScript

ACADEMIC PROJECTS

NATIONAL MUSEUM OF EMERGING SCIENCE AND INNOVATIONS

ARCHITECTURAL THESIS 👤

#AugmentedReality #ParametricArchitecture #ComputationalDesign #KineticFacades #MicrosoftHololens

The project was to design a museum is to showcase the upcoming technologies and trends to the masses. The project included the architectural space design, experience design and kinetic facade design for the museum.

COLLABORATIVE MIXED REALITY ECOSYSTEM FOR AEC INDUSTRY

SEMESTER PROJECT 👤

#MixedReality #MicrosoftHololens #CSCW #Architecture #Engineering #Construction #BIM

The project looks into the opportunity space of enhancing the collaborative work between multi-disciplinary users in AEC industry using mixed reality.

ANTIDOTE TO APATHY

COURSE PROJECT 👥

#VirtualReality #htcVive #UnrealEngine #VRExperience #Empathy

An experimental project to generate a feeling of empathy in the users but putting them up in a situation based on a real life event. The project was put up as an installation in Interact 2017

LADDER CLIMBING IN VR USING FULL BODY GESTURES

SEMESTER PROJECT 👤

#Virtual Reality #LeapMotion #htcVive #verticallocomotion

The aim of the project was to design and test full body interactions for vertical locomotion in virtual reality. The use case taken for the project was ladder climbing in virtual reality.

DYNABOW

COURSE PROJECT 👥

#MedicalEquipment #Orthodontics #IndustrialDesign #Arduino #Sensors #Grasshopper #InteractionDesign #Rhino3D

Dynabow is a medical equipment designed for orthodontists, which enables them to record the physiological movements of the jaw and reproduce a faithful replica of those movements which would help in the fabrication of prosthesis.

PATENTS

Enhancing Situational Awareness using Augmented Reality

Filed Jul 2017 • eu 2017E13540

(Patent Pending)

HOBBIES

Music Production

Instrumentalist

(Primary Instrument- Guitar)

Lead guitar player at Rosh

(Delhi based professional band)

Swimming

Participation at State Level

Cooking

When living away from parents

AWARDS

‘Hackathon Winner’

<I_HACK> , E-SUMMIT, IIT Bombay

Pulse: An Opinion Collection System (Software)

‘Best Installation Award’

INDIA HCI 2016

Augmented Reality Based Jigsaw Puzzle Game

‘Product Design Competition’

JUNKMORPHIA

Competition supported by Ministry of Environment Forest & Climate Change , United Nations Development Program and Centre for Environmental Education