

# Sachin Kalleri,

Human Computer Interaction Graduate

+44 7825323322

kalleri.me

sachinkalleri@outlook.com

in/sachinkalleri

## education

### **MSc in Human Computer Interaction University of Nottingham**

September 2021 - December 2022 | Grade: Distinction

### **B.Tech in Computer Science & Engineering University of Kerala**

August 2014 - October 2018 | Grade: First Class

## internships

### **Demo Developer Intern Blueskeye AI Ltd**

June 2023 - September 2023

- Designed and prototyped an interactive demo for CES to showcase BlueSkeye AI's human behaviour analysis capabilities.
- Collaborated closely with another Demo Developer Intern, specialising in machine learning, to combine AI expertise with a focus on Human-Computer Interaction for our CES demo project.
- Engaged with key stakeholders to define project requirements and objectives, ensuring clear and comprehensive specifications.
- Conducted extensive research to find and adapt conventional human behaviour analysis methods suitable for the unique requirements of the project.
- Designed and refined custom techniques for human behaviour analysis, considering user feedback and insights gathered through user studies to ensure their reliability and effectiveness.
- Delivered an interactive prototype with comprehensive documentation, including potential enhancements, and communicated findings through engaging presentations.

### **UI/UX Design Intern**

#### **Innovation Incubator Advisory Pvt Ltd**

September 2019 - March 2020

- Worked closely with cross-functional agile teams to deliver high quality designs that aligned with project objectives and met client expectations.
- Developed proficiency in visual design, collaboration, and user-centered design.
- Contributed to the successful delivery of projects through my technical knowledge, creativity, and attention to detail.
- Gained insight into emerging technologies and its impact on user experience.

### **Software Development Intern**

#### **AiBlocks India Pvt Ltd**

January 2019 - July 2019

- Assisted front-end design and development.

## projects

### Virtual Reality Gaming in Non-Traditional Posture Masters Dissertation

June 2022 - October 2022

- Designed and developed a VR game prototype using Unity, to explore the scope of non-traditional postures in VR gaming.
- Prototype was designed for non-traditional posture gameplay, with various control methods.
- Designed and conducted user studies to evaluate the impact of non-traditional posture on player experience; effect of control methods on the non-traditional game experience was also studied.
- Used thematic analysis and statistical tests, to arrive at meaningful observations and recommendations for non-traditional posture VR game design.
- Documented research methodology, results, and recommendations in the dissertation to create a framework to aid VR game designers.

### GPS Navigation for Rental E-Scooter Masters Group Coursework

February 2022 - May 2022

- Collaborated within a multi-disciplinary team to design and prototype a GPS navigation system for rental E-Scooters.
- Gathered user requirements (UR) using various methods such as interviews, context of use analysis, and group discussions.
- Specified URs after prioritising using 'MoSCoW rules' method.
- Designed and prototyped the navigation system based on the specified URs.
- Conducted user-based and non-user based evaluation techniques on the prototype, to collect and refine input for next iteration.
- Facilitated effective communication and coordination within the group to ensure project milestones were met.
- Contributed to the report by primarily documenting design phase.

## certification

### User Experience & Interaction Design for AR/VR/MR/XR University of Michigan (on Coursera)

April 2023

## skills

UX Research	Figma	C, C++, C#
UX Design	Adobe CS	HTML
Prototyping	Unity	CSS
Graphic Design	SPSS	JavaScript
Game Design	NVivo	Java