

MANASVI LALWANI

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Graduate Research
Assistant (Present)
Synesthesia Lab
Gatech, Atlanta GA

Future Experience
Intern(May-Aug 2015)
Harman International,
Palo Alto CA

Graduate Teaching
Assistant (Jan-May 2015)
Gatech, Atlanta GA

Master's Project
Gatech

Wearable Haptics for
Navigation
Gatech

Bumble Beat
Gatech

EDUCATION

Georgia Institute of Technology(Gatech),
Atlanta, GA Masters in Human Computer
Interaction-May 2016 GPA 3.86

University of Mumbai, Mumbai, India
Bachelors of Engineering in Information
Technology- May 2014

EXPERIENCE

Working as an Interactive Developer on the 'Pathways' project, a tabletop surface with tangible controllers to allow Biomedical Engineering students to perform simulations of biochemical reactions and visualize results. My responsibilities include maintaining the older code base and code development for increasing functionality of the system.

Worked independently as a rapid prototyper to develop a proof-of-concept wearable device for the Lifestyle Department of Harman (details covered by NDA). Project included elements of hardware, software and physical prototyping.

Teaching Assistant for undergraduate Mobile and Ubiquitous Computing course with a class strength of 41 students. The class has a great 'maker' focus and teaches students hands on skills such as laser cutting, fabrication etc. My duties included grading assignments, holding weekly meetings with the instructor and two other co-instructors to plan lectures and design activities.

PROJECTS

Working under the advisement of Dr. Gregory Abowd to package the curriculum for the class 'Prototyping Interactive Systems' in a way that it can be handed off to new instructors smoothly, since the class is taught in rotation every semester. I am interviewing professors who have taken the class before, assisting with the activities of the current class and documenting to inform my design process.

Project in a team of 3 for the graduate Mobile and Ubiquitous Computing class. Designed a wearable head band and waist band that employed haptic feedback to navigate user. My responsibilities included literature review, prototyping the wearable and some user-testing to compare bands. Our team will be presented this at NASA Johnson Space Center in April as a part of NASA Wearable Technology Symposium 2015.

Part of a team of three. Using the User Centered Design Process prototyped a vibrating band to serve as a tool for the deaf and hard of hearing people to receive tactile feedback about beats in a song. Conducted brainstorming, literature review for domain understanding, design, and prototyping and user evaluation. Also contributed to preparing reports for documentation.

PROFESSIONAL SKILLS AND TOOLS

Development

Java
Android
Javascript, NodeJS
HTML, CSS, PHP
Shell

Rapid Prototyping

Arduino
Raspberry Pi
Intel Edison
Lego Mindstorms
LittleBits

UX Design

Personas
Storyboarding
Wireframing
Think Aloud
Interviews, Surveys
Paper Prototyping

Software/Tools

Balsamiq
Invision, UXPin
Adobe Illustrator, InDesign
Eclipse, Android Studio
Github
Microsoft Office