



Anuja Saini

Roll Number: 150107008
Chemical Engineering
B.Tech undergraduate
Indian Institute of Technology Guwahati

+91-7578825002
anujasaini96@gmail.com
anuja@iitg.ac.in
linkedin.com/in/anujasaini
behance.net/anujasaini2303
anujasaini.in

Education

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
B.Tech	Indian Institute of Technology, Guwahati	7.2 (Current)	2015 - Present
Senior secondary	RBSE board (Rajasthan State Board)	92.6%	2014
Secondary	SEBA board (Assam State Board)	91.8%	2012

Experience

- **Undergraduate Researcher at Usability Engineering and HCI lab, IIT Guwahati** *Dec 2017*
A Real-time Monitoring project based on the Internet of Things and visualization technology, informatization, intellectualization, a real-time visual monitoring system using Augmented and Virtual Reality.
- **Graphic Designer, Black Forest India** *May-June 2017*
Worked on the visual layouts of short story books published by the publishing house and designed the social media branding posters and trailers through the official page for the short story books "Tinges of Crimson" and "Viraag".

Projects

- **Real-time visual chemical plant monitoring system using Augmented and Virtual Reality**
Dr. Pradeep Yammiyavar, Head of the Department, Dept. of Design *Ongoing*
Designed and Developed a Real-Time Risk Monitoring System for a Chemical Plant using Augmented and Virtual Reality.
- **Bot Swachh [Automated Toilet Cleaning Bot]** *Nov 2017*
Built a fully autonomous bot using infrared proximity sensors, ultrasonic sensors after being processed by Arduino Mega microcontroller and control the actuators (1 DC motors and 2 servo motors) by the 2 linked arms.
- **LET-IN: a mobile application** *Mar-Apr 2017*
Designed an economical and easy solution for the travelers, students, employees, and families to accommodate themselves, Re-built a platform for the householders to offer accommodation at their place to the people with proper safety following literature study, ethnographic interviews, affinity analysis, storyboarding, and task flows.
- **RECOTHEM** *Ongoing*
A social platform to share music videos, films, books, articles etc.
Worked on the affinity analysis, wireframes, task flows, user interfaces and style guidelines for the application.

Technical skills

- **Programming languages** :C, C++, HTML/CSS, Bootstrap, JS*, Arduino, Cordova, C#
- **Design Skills**: User Interface, Application, Storyboarding, Wireframes, Information and System Architecture, Personas, Interaction flow, Scenarios, Brainstorming, Sketching, Questionnaire Design, Ethnographic Studies, Focus Group, Affinity Analysis, Visual Designs, Watercolor, Digital Drawing, Minimals, Animations.

- **Software Skills** : Pencil/paper, Adobe CC(Photoshop, Illustrator, Indesign, After-effects, Animate CC), Invision, Solidworks, MS Office (Excel, Word, Powerpoint), Balsamiq, Unity 3D
 - **Miscellaneous** :Android programming*, Machine Learning and Pattern Recognition
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Positions of Responsibility

- **Creatives Head 2017-18** Reflux, Annual Chemical Engg. Symposium'18, Consulting, and Analytics Club Branded made posters, animated GIFs for social media awareness, publications of events released.
 - **Head, Public Relation and Branding:** Techniche'17, the annual Technical fest of IIT Guwahati.
 - **Cultural Secretary**, Dhansiri Hostel, 2016-17
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Achievements

- **Priyadarshani Award:** Awarded with a prize money of \$15000 for excellent performance in Class 12th Board examination.
 - **Joint Entrance Examination 2015:** Among top 0.3% of all students (1.3 million+) who appeared for JEE- 2015.
 - **Prakriti Club Robotics event:** Best Robot award for the automate Toilet Cleaning Bot in Kriti, the annual Technical fest of IIT Guwahati
 - **Inter IIT Cultural Meet 2016:** Secured 3rd position in Street Play Competition in Indian Institute of Technology Bombay.
 - **Institute Miss Freshers' Competition 2015:** Was second runner-up among all the Freshers on the basis of interviews, General Discussion and Talent round.
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Extracurriculars

- **Expo-PDI workshop:** Student Volunteer, IIT Bombay 2017
Participated in a workshop conducted by the Faculties of Industrial Design College, IIT Bombay on Product, Interaction and Innovation Design.
 - **Volunteer and co-ordinator, National Service Scheme (NSS):**
Conducted Cleanliness Campaign in and around the institute campus under the banner of "Swachh Bharat Abhiyan".
 - **Active Member of Xpressions , the dramatic society of IITG :** Participated in more than 2 street plays and performed two on stage live plays.
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Key courses taken

- Human-Computer Interaction
 - User Experience Design
 - Psychology
 - Human Resource Management
 - Affective Computing
 - Tangible Interfaces
 - Human Resource Management
 - Augmented Reality
 - Internet of Things
 - Consumer Psychology
 - Visual Communication
 - Mobile Robotics*
 - Pattern Recognition and Machine Learning*
 - Consumer Behavior
- * To be completed in *May 2018*