



Anukriti B. Tripathi

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M.Des - Electronic Product Design

Indian Institute of Technology, Guwahati

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EDUCATION

Degree/Certificate	Institute/Board	CGPA/Percentage	Year
M.Des (EPD)	Indian Institute of Technology, Guwahati	8 CPI (Current)	2025-Present
B.Tech	UMIT, SNDT Women's University, Mumbai	71%	2019-2022
Senior Secondary	Maharashtra State Board	61.85%	2018
Secondary	Maharashtra State Board	86.60%	2015

PROJECTS

- Gemini for Learning** 3 months
Interaction Design | UX Research | AI Product Design Case Study
 - Identifying a specific learning challenge through user research and defining a focused problem within a classroom or learning environment.
 - Designing a Gemini-powered multimodal learning experience that personalizes learning for one learner or group and demonstrates how the intervention can scale to broader educational impact.
- Indian Visa Online – Visa Discovery & Information Architecture** 3 months
UX Research | Usability Evaluation | Information Architecture | Interaction Design | Design Systems Case Study
 - Evaluated the visa service using Nielsen's 10 Usability Heuristics, uncovering navigation, information hierarchy, feedback, and consistency issues.
 - Reframed a complex visa ecosystem around traveller intent, simplifying pathways and establishing a scalable interaction and design system.
- Attention Management for Focused Work** Ongoing
Master Thesis Project (Dr. Shakuntala Acharya, IIT Guwahati) | Electronic Product Design Case Study
 - Exploring how people sustain focus and recover from interruptions beyond conventional task management and distraction-blocking tools.
 - Designing an electronic product to support students and professionals in maintaining attention and seamlessly resuming work after interruptions.
- From Vision to Photo** 3 months
Interaction Design | Smartphone Camera Experience Case Study
 - Identified a photographer-subject communication gap through user interviews, where mismatched frame and pose led to 10 to 50 retakes and repeated verbal correction and a low satisfaction experience of the user.
 - Design a pre-capture intent transfer interaction that lets the subject set frame, position, and pose, then guides a non-expert photographer to reproduce the intended shot closure to what subject expects.

TECHNICAL SKILLS

- UI/UX & Prototyping:** Figma – AI-assisted workflows, Components & Variants, Variables, Auto Layout, Design Systems, Prototyping, UI Motion
- 3D Product Visualization:** Blender – 3D Modelling, Materials, Lighting, Rendering, Basic Product Animation
- UX & Research Methods:** User Research, Usability Testing, Heuristic Evaluation, Information Architecture, User Flows, Visual Ethnography
- Physical Prototyping:** 3D Printing – FDM Prototyping, Slicing, Print Preparation & Iteration
- Conversational Interaction:** Voiceflow – Conversation Flows, Variables & Logic, AI-assisted Prototyping, Conversational UX

KEY COURSES TAKEN

- Interaction Design:** Human-Computer Interaction, User Research, Interaction Models, Prototyping, Usability Testing, Interface Design, Systems Design Thinking, Visual Ethnography
- Industrial & Product Design:** Product Design Methods, Form Design, Embodiment Design, 3D Modelling, Design for Additive Manufacturing, Physical Prototyping

EXTRA-CURRICULAR ACTIVITIES

- Entrepreneurial Exploration:** Career Counselling Venture Market exploration across student in Mumbai & Navi Mumbai; explored counselling models and student service development
- Craft & Making:** Cloth Embroidery, Cloth Painting
- Design Volunteer:** Udgam E-Cell – Hoodie & Merchandise Design (2026)
- Writing & Storytelling:** Blogs, product stories, design concepts & everyday observations.