

# GAURAV PARUTHI

Design Technologist

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## EDUCATION

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| <b>Ph.D. Information Science</b><br><i>University of Michigan, Ann Arbor, MI</i>   | <i>2011- 2017</i>     |
| <b>Graduate Certificate in Computational Discovery and Engineering</b>   | <i>2015</i>           |
| <b>B.E.(Honors) Electrical and Electronic Engineering</b><br><i>Birla Institute of Technology and Science, Pilani, India</i> | <i>Fall 2005-2009</i> |

## PROFESSIONAL EXPERIENCE

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| <b>Human-Computer Interaction Researcher</b> , <i>University of Michigan</i>                              | <i>Fall 2011 - Winter 2017</i> |
| Qualitatively studied complex human behavior and developed systems to articulate unexplored design space. |                                |
| <b>Design Technologist</b> , <i>IDEO CoLab</i>  | <i>Summer 2017</i>             |
| Designed an end-to-end smart cities product involving user research and extensive prototyping.            |                                |
| <b>Co-founder</b> , <i>Sophus Inc.</i>  | <i>2016</i>                    |
| Led the technology and design effort to build a hyperlocal expertise sharing app.                         |                                |
| <b>Researcher</b> , <i>PARC, Palo Alto, California</i>  | <i>Summer 2015</i>             |
| Explored the human-centered design of an AI assistant.  |                                |
| <b>Data Scientist</b> , <i>Telefonica Research, Madrid, Spain</i>   | <i>Summer 2013</i>             |
| Analyzed large scale data from Kiva to provide design implications for Microlending websites.             |                                |
| <b>Researcher Engineer</b> , <i>Microsoft Research</i>  | <i>2009 - 2011</i>             |
| Designed, engineered, and evaluated educational technologies for resource constrained environments.       |                                |

## SKILLS

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**UX Research:** Qualitative, Quantitative, Experiments, Interviews, User Enactments, Surveys  
**Usability and Design:** Hi-fi & Lo-fi Prototyping, Personas & Scenarios, Journey Maps, A/B test  
**Programming Languages:** Python, Javascript, Swift, C/C++, C#, Matlab, SQL  
**Frameworks:** Lambda, RiotJS, React, Flask, Redis, MongoDB, Git  
**Machine Learning Techniques:** Tensorflow, Transfer Learning, Supervised and Unsupervised approaches, Markov Decision Processes  
**Hardware Prototyping:** Arduino, Raspberry PI, Photon, nrf51822

## SELECTED PUBLICATIONS

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Paruthi et al. **Finding the Sweet Spot(s): Understanding Context to Support Physical Activity Plans** *IMWUT'18*  
Paruthi et al. **HEED: Situated and Distributed Interactive Devices for Self-Reporting** *UbiComp'17*  
Paruthi et al. **Peer-to-Peer Microlending Platforms: Characterization of Online Traits** *IEEE Big Data'16*  
Paruthi et al. **Utilizing DVD players as low cost offline Internet Browsers** *CHI'11 Top 5%*

## AWARDS AND HONORS

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| <b>Top 1%</b> IDEO CoLAB Fellowship  | <i>2017</i>       |
| <b>First</b> , Exposition, School of Information, University of Michigan                             | <i>2013, 2016</i> |
| <b>First</b> , Kaggle Competition for the Course SI-721 Data Mining,                                 | <i>2012</i>       |
| <b>National Finalist</b> , for Google Product Prodigy,   | <i>2009</i>       |
| <b>National First Runner-Up</b> , in Microsoft's Imagine Cup, in Software Design, Out of 4000 Teams. | <i>2007</i>       |
| <b>First</b> , Binary Pirates, India's first Capture the flag hacking contest, Quark                 | <i>2008</i>       |