

SUMMARY

Rakesh Patibanda, an accomplished Human-Computer Interaction (HCI) expert, brings a multidisciplinary approach to human-centred research, design, and technology development. His expertise lies in identifying user needs, applying human-centred research methods, and leveraging technology affordances to craft compelling products.

With a solid decade of industry and academic experience, Rakesh has designed playful technologies and developed gamified mental and physical health platforms. As a strong advocate for human-centric design, he consistently adopts cutting-edge methodologies to address users' pain points and requirements.

Rakesh is now pursuing his PhD at the Exertion Games Lab at Monash University. His research focuses on understanding the designing play using technologies that enable users to share bodily control. As technologies allowing users to share control over their actions, such as exoskeletons, AI and self-driving cars, become increasingly pervasive, his work holds substantial implications for interaction design and human-computer interaction.

EDUCATION

- **PhD (Human-Computer Interaction)**
Monash University | 2020 - Present
- **Master's (Human-Computer Interaction)**
RMIT University | 2015 - 2017
- **Bachelor's in Engineering (Electronics)**
JNTU | 2007 - 2011

CERTIFICATIONS

Gamification

University of Pennsylvania via Coursera
2011

ACADEMIC ACHIEVEMENTS

- Awarded top 5% in my master's research.
- One Best paper award at CHI (#1 conference for human-computer interaction).
- Two Honourable mentions at CHI
- Co-chaired and acted as an AC for multiple roles at conferences like CHI, CHIPLAY, DIS and INTERACT.
- Awarded RTP scholarship.

RAKESH PATIBANDA

RESEARCHER

WORK EXPERIENCE

SENIOR USER EXPERIENCE RESEARCHER

EDUCATION PORTFOLIO | RMIT UNIVERSITY
FEB 2017 - OCT 2020

Key Achievements

- Spearheaded the analysis of student experience data, employing co-design research methodologies, which led to the development of digital products, resulting in a 15% surge in engagement.
- Honoured with the Education Leadership Award for exemplary collaboration, research, and innovative strategies.

Key Skills: UX/UI tools (Adobe suite), survey & feedback tools, data analysis, collaboration & communication, and prototyping & testing.

USER EXPERIENCE DESIGN CONSULTANT

7 CUPS | OCT 2014 TO SEPT 2015

Key Achievements

- Partnered with product developers and users to conduct audits, uncovering pain points and refining user journey maps.
- Leveraged the "Research through Design" approach, utilising rapid prototyping to craft retention loops. This resulted in a 50% boost in user engagement and the acquisition of an additional 10k average users post-implementation.

Key Skills

User interviews & feedback, Project management (Trello), Design analysis, Remote collaboration techniques, and conceptual sketching

LEAD USER EXPERIENCE DESIGNER

GOLIVE GAMES | AUG 2011 TO FEB 2015

Key Achievements

- Crafted game journeys by interpreting user behaviour, employing custom funnel systems on platforms like Google Analytics and Game Sparks.
- Utilised data analysis to drive and refine the iterative design process.
- Contributed significantly to securing seed (\$50k USD) and angel investments (\$350k USD).

Key Skills

Design Tools (Unity 3D), Product design and iteration, data-driven decision making, and fundraising & investment acquisition


SKILLS

- Human-Centred & Interaction Design
- Product & Service Design
- Comprehensive Research (Qualitative & Quantitative)
- Research Facilitation & Design
- Stakeholder Communication & Management
- User Journey Mapping
- Process Optimisation
- Data Visualisation
- Time Management

PROFESSIONAL PROFILES

 www.rakeshpatibanda.com

 <https://www.linkedin.com/in/rakeshpatibanda/>

 <https://scholar.google.com/citations?user=hSjAoBMAAAAJ&hl=en>

CONTACT

rakeshpatibanda@gmail.com
+61 452 508 890