

VIKRAM MEHTA

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Objective

To pursue a career in an interactive and design-oriented field wherein my education, creativity, and society-centric approach could be effectively utilized.

Areas Of Interest

Human-Centered-Computing, practicing and teaching Design Thinking methods, physical and digital Prototyping, Tangible User Interfaces, Wearable Computing, Artificial Intelligence, Computer Vision.

Publications

- Price, B.A., Kelly, R., Mehta, V., McCormick, C., Ahmed, H., and Pearce, O., **2018. Feel My Pain: Design and Evaluation of Painpad, a Tangible Device for Supporting Inpatient Self-Logging of Pain.** *To appear in Proc of the CHI Conference on Human Factors in Computing Systems.* ACM.
- Price, B.A., Stuart, A., Calikli, G., McCormick, C., Mehta, V., Hutton, L., Bandara, A.K., Levine, M., and Nuseibeh, B., **2017, June. Logging you, Logging me: A Replicable Study of Privacy and Sharing Behaviour in Groups of Visual Lifeloggers.** *Proc of the ACM on Interactive Mobile Wearable and Ubiquitous Technologies 1(2) Article 22, 18 pages.*
- Mehta, V., Bandara, A.K., Price, B.A. and Nuseibeh, B., **2016, September. Wearables for physical privacy.** *Proc of the International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct* (pp. 942-945). ACM.
- Ahmed, N., Rahman, S.A.U., Rony, R.J., Mushfique, T. and Mehta, V., **2016, September. Protibadi next: sensor support to handle sexual harassment.** *Proc of the International Joint Conference on Pervasive and Ubiquitous Computing: Adjunct* (pp. 918-921). ACM.
- Mehta, V., Bandara, A.K., Price, B.A. and Nuseibeh, B., **2016, May. Privacy Itch and Scratch: On Body Privacy Warnings and Controls.** *Proc of the CHI Conference Extended Abstracts on Human Factors in Computing Systems* (pp. 2417-2424). ACM.
- Schmidt, D., Kovacs, R., Mehta, V., Umaphathi, U., Köhler, S., Cheng, L.P. and Baudisch, P., **2015, April. Level-ups: Motorized stilts that simulate stair steps in virtual reality.** *Proc of the CHI Conference on Human Factors in Computing Systems* (pp. 2157-2160). ACM.
- Weigel, M., Mehta, V. and Steimle, J., **2014, April. More than touch: understanding how people use skin as an input surface for mobile computing.** *Proc of the CHI Conference on Human Factors in Computing Systems* (pp. 179-188). ACM.

Patents and Awards

- **2017:** Winner for the **Institution of Engineering and Technology (IET) 2017 Innovation Awards** in the Cyber Security category for "Privacy Band: On-body Privacy Warnings and Controls".
- **2016:** UK patent no. GB2549991 on **Methods, devices and systems for controlling access to data**, currently pending with US patent office (US: 15/587942).
- **2012:** One Quarter scholarship from Saar Foundation at Saarland University, Germany.
- **2008:** Full scholarship for Bachelor's thesis at Technical University Dresden, Germany.

Skills

- **Languages:** Hindi (Mother tongue), English (Proficient user), German (Beginner).
- **Software Languages and Tools:** C, C++, Python, JAVA (J2SE), MATLAB, Android Studio, Inkscape (vector graphics editor), Unity3d (Game engine), 3D CAD tools basics (Autodesk, Tinkercad, OpenSCAD), Basic Web Development (HTML, CSS).
- **Hardware Tools:** Microcontrollers (e.g. Arduino), e-Textiles, Sensors, Actuators, Wireless modules, 3D-Printer, Laser-Cutter, Drilling and Cutting tools.

Work Experience

1. **Associate Lecturer, Sep'18 – Till Present**
Department of Computing & Communication, Open University, Milton Keynes, UK.
 - Bachelor level University course on Interaction Design and the User Experience
 - Online teaching
2. **Research Engineer, Jan'15 – Till Present**
Department of Computing & Communication, Open University, Milton Keynes, UK.
 - Exploring tangible user interfaces for privacy and healthcare management.
 - Designing and conducting design thinking and maker workshops across UK.
 - Designing and conducting user studies.
 - Designing user interactions and fabricating interactive prototypes (digital fabrication).
 - Developing websites and android applications.



3. Teaching assistant, Apr'13 – Sep'13

Foundations of Artificial Intelligence group, Saarland University, Germany.

- Master level University course on Artificial Intelligence.
- Course content: general problem solving, intelligent agents, classical and adversarial search, propositional and first-order reasoning, planning, Bayesian networks.



4. Research assistant, Oct'12 – Dec'12

Intelligent Information Systems group,

DFKI (German Centre for Artificial Intelligence) Saarbrücken, Germany.

- Worked on intelligent android travel apps.



5. Senior Test Engineer, Sep'09 – Sep'11

Interactive Quality Assurance group, Tata Consultancy Services (TCS), Kochi, India

- Manual/Functional/Black-box, Accessibility, Compatibility, Automated, Regression, Agile and Static software testing
- Managing defects and efficiently handling multiple discussion calls.



Internships

1. Human Computer Interaction Lab, Hasso-Plattner Institute, Potsdam, Germany.

Apr'14 – Aug'14

- Shoe Haptics: Physical prototyping and building tracking system
- Tools used: Pillar drilling machine, Laser cutter, Other mechanical tools, Oculus rift, OptiTrack, Motion capture suite and Unity3D game engine.



2. Design school at Hasso-Plattner Institute of Design Thinking, Potsdam, Germany.

Apr'14 – Jul'14

- Basic track course in design thinking: Working on various real time projects in highly multidisciplinary teams and going through rigorous, innovative and step wise process of design thinking (Understanding, Observe, Define Point of View, Ideate, Prototype and Test).



3. Embodied Interaction lab, Max Planck Institute for Informatics, Germany.

Oct'13 – Mar'14

- Worked on on-body input and sensing technologies (IMU's, Magnetometers, etc.)
- Represented the lab at a workshop on "Advances in Medical Technology Towards Current Healthcare Necessities" at Manipal Institute of Technology, India, in Mar'14. Indo German Science and Technology Centre (IGSTC) funded the workshop.



Education

Year	Degree	Institute	CGPA / %
2011-14	MSc Computer Science	Saarland University, Germany	1.6 (1.0 best, on a scale of 1-5)
2005-09	B-Tech, Computer Science and Engg.	Vellore Institute Of Technology (VITU), India	8.90 (10.0 being the best)

Master's Thesis: An Empirical Study of How People Use Skin as an Input Surface for Mobile and Wearable Computing

Embodied Interaction lab, Max Planck Institute for Informatics, Germany

Mar'13 – Oct'13

- An empirical study of on-skin input to control mobile devices was conducted.
- Investigated characteristics of the various skin-specific input modalities, analyzed what kinds of gestures are performed on skin, and studied what are preferred input locations.
- Users' mental models were analyzed and first consolidated set of on-skin gestures contributed.

Age Classifier

Jul'12 – Aug'12

Saarland University, Germany

- Age group classification system developed and compared using 3 different vision approaches.
- Sobel edge operator, geometric distance ratios and local binary patterns were used to extract the features out of interest patches. SVM models were used for classification purpose.
- Tools used: Matlab toolkit

Extra - curricular activities

- An active member of the **Martial Arts club** at Open University, UK (Feb'15 – Till present).
- **Mentor** for new computer science students at Saarland University, Germany (Sept'13 - Mar'14).
- Represented state, school and university at national level **Chess** competitions in India (1993 - 2008).
- Represented the university at national level **Swimming** competition in India (2005-2006).