

## **CURRICULUM VITAE**

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### **Personal Details**

Name : Monil Khare  
Degree : B.Des. (Bachelor of Design), Indian Institute of Technology, Guwahati  
Date of Birth : 9th April 1984  
Languages : English (R/W/S), Hindi (R/W/S)  
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### **Academic Details**

Institution : Indian Institute of Technology, Guwahati, Department of Design  
Qualifications : Currently 7th semester B.Des student (Major in Communication design)  
CPI (after 6th SEM) : 7.55 /10  
Expected Graduation : May 2007  
Schooling : Senior School - Central Board of Secondary Education (CBSE) India, 82%  
Secondary School – CBSE India, 80%

### **Skills & Proficiencies**

Programming Skills : Proficient – C/C++, VRML 2.0, HTML, UML, Flash Action Script  
Familiarity/Learning – JavaScript, JAVA  
Softwares : Speech Tools and Softwares (CSLU Toolkit), Macromedia Dreamweaver (MX 2004), Flash (MX, 2004), AC3D, Adobe Illustrator, Photoshop, Visual Studio6, Solid Works 2000/01, MS Office etc  
Operating System : Windows (98, 2k, XP), Mac OS X, DOS

### **Career Interests**

- Information Systems: Analysis & Design
- Web Applications and Products
- Speech-Interaction, Applications and Devices
- Usability Engineering & HCI
- Interaction/Experience Design
- Tangible interface

### **Industrial Training / Internships**

- TU/e, The Netherlands : Served as a project member for the project ALICE, a confidential research project under Professor Matthias Rauterberg, funded by Microsoft Research Labs, Cambridge UK, at the Technical University of Eindhoven (TU/e), The Netherlands, working as a full time project member for this period, taking active part in both the design and implementation of the proposals.  
- Duration 3 months
- Reset Media, Mumbai : Worked as a trainee web-developer at Reset India, Mumbai, being involved in direct client contact, and suggesting solutions. The work involved planning and implementation of web-development on the ground of client requirements. Developed the websites for clients SeeInfobyz "<http://www.seeinfobiz.com>", and Epsilon Auto Mumbai "<http://www.epsilonauto.com>" as final outcomes.  
- Duration 6 weeks
- Bajaj Tempo, Indore : The purpose was to gain practical hands on knowledge of various types of manufacturing and assembly processes involved during automobile manufacturing. The plant is one of the major Utility and Transport Vehicle producers in the central India.  
- Duration 2 weeks

## **Significant Academic Projects**

- ALICE** : **“Extending HCI to Cultural Computing”** - *Internship Project at TU/e, Eindhoven*  
The project was to design a dialogue structure for an Artificial Intelligent system. I worked on a small part of intelligent conversation with a virtual agent in a big research project intending to affect the unconscious of the people of western culture through the use of Augmented Reality (AR) and Artificial Intelligence (AI). The platform was the popular story of “Alice’s Adventures in Wonderland”.
- Interactive Systems** : **“Developing Intelligent Voice Based Devices”** - *B.Des. degree project*  
The project aim is to develop a device to enable a user (human) to talk interactively with it. The project requires developing an intelligent Human-Machine conversation system that can process the natural language of the user and produce an intelligent response in form of speech. The work opens a new media of Human-Machine interaction.
- System Design** : **“On-line Information System”** - *for Placement Cell at IIT Guwahati*  
The aim was to propose and design an online information system to replace the old static system of notice boards, to ensure effective online communication and a common platform for availing necessary information.  
System was optimized using Object Oriented Modeling techniques like Use Case Diagrams, Interaction Diagrams, Activity Flowcharts, and Class Diagrams to develop the working prototype (GUI) for web-platform.
- GUI** : **“Multimedia Based e-Learning Application”**  
The project aimed at building a multimedia application that enables a user to learn the importance of visual hierarchy in an information layout. The application allows user to browse both linearly and nonlinearly through all the chapters.
- Virtual Reality** : **“Navigation in Virtual Reality for complex Work Environments”**  
In this project a 3D Virtual Model of the Academic Building in IIT Guwahati was built using VRML 2.0. The aim was to create a desktop immersive experience for the targeted user as academicians, students etc to help them navigate in the large building. The aim was to realize the usability of a virtual 3D map over convectional 2D navigation systems.
- Website Design** :  
1. Developed the website for clients “SeeInfobyz” (<http://www.seeinfobiz.com>) and “Epsilon Auto” (<http://www.epsilonauto.com>) while working for Reset Media during summer internship for June’05.  
2. Web based information system for the Placement Cell at IIT Guwahati.  
3. Developed the website to relive the ICC Cricket World Cup 2003, as part of course project.

## **Activities and Organizational Skills**

### **Sports**

- Regular member of the IIT Guwahati Cricket Team representing IIT Guwahati at the annual Inter IIT Sports Meet four times in a row
- Represented Kendriya Vidyalaya Cricket Team at Zonal level (Central Zone) in the Kendriya Vidyalaya Sangathan National Sports Meet at secondary school.
- Served as Sports Secretary (Hostel Dihing) for 1 year at IITG.

### **Event Coordination**

- Alcheringa 2006, the annual cultural festival of IIT Guwahati. Served as the ‘Head - Publicity Team’, being the core member of the organizing team.
- Techniche 2004, the annual technical festival of IIT Guwahati. Served as the ‘Core Member - Infrastructure Team’

### **Event Organization**

- Alcheringa’05, Organized Mr. and Mrs. Alcheringa, the personality contest as one of the major event of the festival.