

## **PROFILE**

Hey, I'm an engineer, designer and adventure nerd. I have prior experience in various user-facing projects. I love taking up new projects and applying a human-centred approach to solving problems.

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#### **EXPERTISE AREA**

Human Centered Computing, Backend Development, Data Structures and Algorithms

#### **PROGRAMMING LANGUAGES**

Python, Java, Kotlin, Javascript

#### **TECHNOLOGIES**

Stackstorm, Android Studio, Figma, Illustrator, Photoshop, Premiere pro, XD, inVision, Unity



#### B.TECH (CSD) | CGPA: 8.08

**—** 2018 – 2022

Indraprastha Institute of Information Technology Delhi

# RISHABH DEVGON

COMPUTER SCIENCE AND DESIGN ENGINEER

### WORK EXPERIENCE

SDE 2 Expedia Group | Mgr: Divyanshu Agarwal — Oct'23-Current

Developed a chat interface using Stackstorm to retrieve application, platform, and deployment evidence, automating initial troubleshooting, saving 720 developer hours per month.

SDE 1 Expedia Group | Mgr: Divyanshu Agarwal — Mgr'23-Sep'23

Engineered slack commands to support the Runtime Compute Platform (RCP), leveraging StackStorm to provide information about any of the 3000 applications deployed in RCP.

SDE 1 Expedia Group | Mgr: Gaurav Srivastava — Sep'22-Feb'23

Developed paid ancillaries for air merchandising: seats and bags on android receiving ~1000 daily bookings.

SUMMER INTERN Expedia Group | Mgr: John Frame — May'21-Jun'21

Created an open-source API Gateway for identity and access management using Okta OAuth2.0.

#### **PROJECTS**

**DEVELOPER**GitHub Automation | Guide: Ms Gupta — Sep'23-Oct'23

Designed automations: 1. Add a repository to a Renovate appinstallation, streamlining dependency management.

2. Designate admins in orphaned enterprise repositories.

**UX ENGINEER**Enveave | Guide: Dr Pankaj Jalote — Aug'21-Jul'22

Founding UX researcher: collected user requirements, envisioned platform capability and architecture, developed the platform UI and performed platform evaluation for the MVP.

TECH TEAM

WA-a-Mole | Guide: Dr Kumaraguru — Mar'21-May'21

Developed an interactive experience to generate awareness on user privacy on WhatsApp using a game called Whatsapp-a-Mole.

TECH TEAM

Memory Space | Guide: Dr Parnami — Sep'20-Dec'20

Ideated, gathered requirements, prototyped, developed and evaluated an AR space using Unity that provided interaction with memories to curb loneliness.

# RISHABH DEVG

COMPUTER SCIENCE AND DESIGN ENGINEER

# **☆ HOBBIES**







Fitness



Gaming



Graphics

## **POSITIONS OF RESPONSIBILITY**

**Pride Inclusion Business Group** Oct'22-Jun'23 **CORE TEAM** 

**Football Team** CAPTAIN Jun'21-May'22

**Living Lab** Jun'20-Jul'21 RESEARCHER

**Farewell Committee** — Apr'21-Jun'21 **TREASURER** 

**Sports Council** Jun'20-May'21 **CO COORDINATOR** 

> **Student Mentorship Program** Jan'21-Dec'21 **MENTOR**

Introduction to HCI Jan'21-May'21 **TEACHING ASSISTANT** 

> Girl Up Udaan IIITD Jun'20-Dec'20 **EVENT LEAD**

> Induction '20 **ORGANISER** Nov'20-Dec'20

**Sports Council** Jun'19-May'20 **FOOTBALL REP** 

Triquetra '19 **CREATIVE HEAD** Sep'19-Nov'19

# AT LANGUAGES

Hindi

# English

#### **AWARDS AND ACHIEVEMENTS**

Research publication at the 25th ACM Conference on RESEARCH Computer Supported Cooperative Work And Social Computing

Research publication at the Human Computer Interaction India RESEARCH

Conference '22

Research poster presentation at the Research Innovation and

RESEARCH Incubation Showcase 2022

Research Publication at the Human Computer Interaction RESEARCH

India Conference '20

Placed in the top 10 teams out of 200 teams in IIITD INNOVATION

**Innovation Contest** 

Silver Medal for runners up in Football at Sangram, IIT **SPORTS** 

Roorkie's sports fest, Bronze medal in Triquetra for Handball

Silver Medal in 400m and Bronze Medal in 4\*100m at **SPORTS** Zone-28. 5 Golds, 2 Silvers and 2 Bronzes (Athletics) at

Springdales School

Made 2 people literate as a project in affiliation with the State **VOLUNTEER** 

Resource Centre and Jamia Millia Islamia

UVCT Intern: Communication material, surveys, operations **VOLUNTEER** and events, training modules for underprivileged students