

# Arindam Shiva Tripathi

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## EDUCATION

### University of Maryland (UMD)

Master of Science in Human-Computer Interaction (HCIM)  
• 4.0 GPA

College Park, MD, USA  
Aug 2025 – May 2027 (Expected)

### National University of Singapore (NUS)

Bachelor of Engineering in Computer Engineering, Minor in Business Management  
• Concentration in Interactive Digital Media; graduated with honors

Singapore  
Aug 2019 – Jul 2023

## EXPERIENCE

### L'Oréal Singapore

Data Analytics Specialist (Full-Time)

Singapore

Jul 2023 – Aug 2025

- Designed and delivered responsive ML-backed analytics interfaces used by 200+ business users across 10+ APAC markets, contributing to a 24% improvement in promotional efficiency
- Translated stakeholder requirements into UI and interaction updates through iterative collaborative sprints
- Refined dashboard structure and navigation based on user feedback, improving user adoption by 40%

Enterprise Architecture Intern

May 2022 – Sep 2022

- Built Power BI dashboards that reduced application data access time by 90%
- Improved internal tool discoverability by redesigning a Power Platform application storefront

### SP Digital

Full Stack Developer Intern

Singapore

Jun 2021 – Dec 2021

- Built and refined production React interfaces, translating UX specifications into reusable UI components
- Performed QA and debugging on an internal portal built in Golang, validating end-to-end functionality

## PROJECTS

### Niantic Spatial AR — XR Club Project Lead — Unity, C#, Niantic Spatial SDK Mar 2026 – Present

- Selected for university–Niantic partnership to prototype location-aware mobile AR experiences
- Leading rapid iteration of spatial interaction concepts from UX idea to functional Unity prototypes

### Music & Lyrics Transcription App — Python, React, SpeechBrain, Spleeter Oct 2022 – Nov 2022

- Built an end-to-end transcription pipeline using SpeechBrain to extract lyrics and melody from audio
- Implemented a React-based interface to present transcription results clearly

### AR Laser Tag System Capstone — Unity3D, C#, MQTT, Vuforia Jan 2022 – May 2022

- Developed an augmented reality laser tag system integrating physical hardware with real-time game logic that supported multiplayer game-play
- Refined interaction flow through iterative playtesting to reduce latency-related confusion during gameplay

### Interactive Portfolio Website — JavaScript, HTML/CSS, Bootstrap Nov 2025 – Dec 2025

- Built a modular personal website with reusable UI patterns, dynamic content sections, and responsive layouts
- Used AI-assisted development tools to prototype and refine interface components, improving iteration speed and maintainability

## SKILLS

**Frontend & Interactive Engineering:** React, JavaScript, HTML/CSS, Flutter, Unity3D, C#, REST APIs, AR/VR, XR Interaction Toolkit, Vuforia, MQTT

**Design & Evaluation:** Figma, interaction prototyping, usability evaluation, A/B testing, wireframing

**AI-Integrated Development:** SpeechBrain, Spleeter, Vertex AI, AI-assisted prototyping and interface iteration

**Data, Tools & Platforms:** SQL, pandas, Power BI, Docker, Jupyter Notebook, Android Studio

**Certification:** Google Cloud Certified – Cloud Digital Leader (Dec 2023)

## LEADERSHIP EXPERIENCE

### UX Terps (UMD) — External Outreach — College Park, MD Aug 2025 – Present

- Organized industry-facing panels and secured sponsorships to support student UX events

### ECE Undergraduate Student Council — Vice-President — Singapore Aug 2020 – Aug 2023

- Led planning of the ECE Career Fair, coordinating with 29 industry partners and boosting attendance by 30%