

Anshul Malhan

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Summary

I'm a Senior Interaction Designer at Intuitive. I design for users that interact with complex systems. Surgical robots, drones, transportation systems, and autonomous vehicles are what I've tackled so far.

Experience

Senior Interaction Designer

Intuitive

Mar 2022 - Present (1 year 9 months)

- Led the user interaction design development of Firefly, an intra-operative imaging solution, which results in reducing surgeon stall rate, significantly improving surgical workflow and clinical decision-making.
- Defined UX roadmaps for Advanced Imaging and Intelligence features on da Vinci.
- Defined human-computer interaction requirements for Vision and Advanced Imaging features on the da Vinci surgical system.
- Intellectual property filings to intra-operatively understand tissue health.
- Fostered a culture of prototyping through various tools like ProtoPie, Origami Studio, Figma, and Unity.

Interaction Designer

Intuitive

Jul 2020 - Mar 2022 (1 year 9 months)

- Wireframing interactions and collaboration with Visual Design
- Developed prototypes for new interactions for Firefly Imaging on da Vinci.
- Created traceable documentation in Agile to meet Intuitive's Quality Guidelines.
- Designed the Surgeon Login experience on da Vinci Xi to integrate My Intuitive accounts resulting in richer case insights for surgeons.
- Quarterly hospital case observations to understand patient outcomes, metrics for health, surgical workflows, and care team responsibilities.

User Experience Design Technologist

Volkswagen Group of America Innovation and Engineering Center California (IECC)

May 2019 - Jul 2020 (1 year 3 months)

- Designed and presented User Experience design improvements for iD vehicle infotainment systems to members of the Board of Volkswagen of America. Independent heuristic evaluations by Volkswagen's Global Quality team resulted in recommendations to the Board to adopt the UX improvements.
- Collaborated with Software Engineers to highlight a design-develop workflow between Figma to Qt and promote agile development of ideas.

- Conducted user testing of accessibility-led concepts for Volkswagen's autonomous vehicles and services group.



UX Research Intern

Volkswagen Group of America Innovation and Engineering Center California (IECC)

Jan 2018 - Aug 2018 (8 months)

- Delivered design concepts for an in-car UX platform being developed at Future Center California, Belmont.
- Conducted qualitative and quantitative research studies to assess advanced driver assistance experiences. This included defining study goals, participant recruitment, and management.
- Built rapid prototypes using Origami, Framer, and Unity to test UX concepts.



Vehicle Research Executive

Honda Cars India Ltd

Jul 2013 - May 2015 (1 year 11 months)

- Conducted three human factors studies which uncovered gaps between Indian body sizes and the ergonomics of Honda vehicles designed in Japan or Thailand.
- Delivered occupant packaging specifications from competitors in the compact sedan segment based on Honda's proprietary analysis methods including RAMSIS and CATIA.

Education



ArtCenter College of Design

Master's Degree, Transportation Design

2016 - 2019

Thesis Project: X-Point

Reimagining the automotive design process for experience design in autonomous mobility futures



Panjab University

Bachelor of Engineering (B.E.), Mechanical Engineering

2009 - 2013



Stanford Continuing Studies

Philosophical Foundations of Artificial Intelligence, Philosophy

2019 - 2019

Skills

ProtoPie • Human Computer Interaction • Usability • Design Specifications • User Research • Prototyping • Design • User Experience (UX) • Project Management • Strategic Planning