Priyanshu Jain

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RESEARCH OVERVIEW

HCI researcher working on trust in high-stakes human-AI decision support. My research asks whether talking to AI makes people's decisions better or only makes them feel more confident, and when AI should hand a person to someone who can help. This builds on my study of stigma and play in sex education in India, which proposes how play can lower the emotional barrier to difficult knowledge.

EDUCATION

Indian Institute of Management Udaipur | **Executive MBA** (2025 – 2027, degree expected Jul 2027)

- **CGPA:** 3.21 / 4 (82 credits, Nov 2026)
- **Relevant Coursework:** Statistics for Management (3.71), Fundamentals of AI (4.00), Data Science for Business Analytics, Leadership Science, Cross-cultural Management, Organizational Dynamics, Individual and Group Dynamics

Indian Institute of Technology Guwahati | **Bachelor of Design** *(2017 – 2021)*

- **CPI:** 8.27 / 10
- **Relevant Coursework:** Tangible Interfaces, Tinkering Studio, Basic Electronics Laboratory, Introduction to Computing, Human Computer Interaction in Virtual Reality, Cognitive Ergonomics, User Research Methods, Design Evaluation Methods

RESEARCH PROJECTS

Designing Learning Under Stigma: Towards a Pedagogy of Approach for Relationship and Sex Education in India (Aug 2020 – May 2021)

- First-author manuscript in preparation, with Rithvik Varma and Prof. Shakuntala Acharya.
- Executed multi-method research combining expert interviews, qualitative workshops, focus groups, and quantitative surveys, **synthesizing 77 core insights** to establish a pedagogy of approach and five actionable design strategies aimed at reducing emotional friction around sensitive topics.

Digital Wellbeing Evaluation Tool (Jan – May 2020, supervised by Prof. Pratul Kalita)

- Interviewed 11 product designers and design students, and proposed a framework for checking how features affect users' physical, psychological and social wellbeing.

Increasing User Participation in Fitness Activities (Jan – May 2019, supervised by Prof. Debayan Dhar)

- Built a two-part questionnaire that hid its aim, because laziness is taboo and respondents might skew the results. Proposed three behavior-change concepts.

FELLOWSHIPS & AWARDS

- Innovaccer | Phoenix Award in Product Design (Aug 2025), Champions Award (Apr 2025), SPOT Award (Apr 2025, Jul 2023), Leading by Example Award (Jan 2023)
- Indian Institute of Technology Guwahati | **Samsung Fellowship Award** (May 2021)

TEACHING

The Design Village | **Visiting Faculty** *(May – Nov 2023)*

- Co-facilitated the **Interface Design for Interactive Devices** course for second-year Interaction Design undergraduates
- Facilitated the **Visualization and Representation** course for second-year students
- Co-facilitated **Design Methods and Theory-1** for first-year undergraduate students

APPLIED HCI & RESEARCH EXPERIENCE

The Equal Lens **| Volunteer Design Engineer** *(Jun 2026 – Ongoing)*

- Designing SwipeEd, a no-fail, play-based micro-learning app for a gender-equality education program, applying the paper's design moves
- Building a **scenario-based evaluator of gender attitudes** that is hard to fake, for an MIT Solve 2027 application (Nov 2026)

Innovaccer | **Senior Product Designer** *(Jul 2024 – May 2026)*

- Directed the 0-1 design of AI Studio for hospital teams who have never written code: agentic workflows, RAG knowledge bases, and human-in-the-loop workflows that set **what the AI does on its own and what a user must confirm**
- Set the design vision for the Gravity Platform's Enterprise Copilot and designed the **dynamic UI inside AI responses: in-chat widgets** so users can act without switching to the full product (presented at Xccelerate '25 and '26)

Innovaccer | **Product Designer** *(Jun 2021 – Jun 2024)*

- Spearheaded usability research with data engineers and analysts for data integration platforms, **cutting activation time by 85%** through workflow redesign and AI orchestration
- Built and shipped an MVP for workflow automation to **streamline highly redundant operational tasks** across complex applications

SKILLS & METHODOLOGIES

Research Methods: In-depth interviews, Workshops, Focus groups, Surveys, Cultural probes, Contextual inquiry, Shadowing, Usability studies, Thematic coding, Affinity mapping, Participatory ideation, Expert evaluation

Programming: C# (Unity), TypeScript/JavaScript (React, Next.js), Python

XR: Unity 6, AR Foundation (ARCore), MediaPipe Face Landmarker, Three.js / React Three Fiber

AI and LLM: LangGraph, n8n, RAG pipelines, Claude Code