



# Allwin Williams

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## Objective

Exploring and experimenting novel ways to express emotions through of multi-sensory interfaces and interactions

## Research Interests

Multi-sensory Interactions • Musical Interface Design • Immersive installations • Visualisation & Sonification • Creative Technology • Psychology • Interaction Design

## Professional Experiences

### Param Innovations, Bengaluru, India

Sep 2024 - Present

#### Interaction designer

Building interactive and immersive exhibitions for science experience center

Installation Design, Interactive Installations, HCI, Sound Installations

### Bigfoot.Land, Bengaluru, India

July 2024 - Present

#### Co-founder, Technology & Design

Building a new age personalized fashion platform with music, AI and other customisations

Product development, Web design and development

### Interaction Design Consultant

July 2020 - Present

Worked with organizations like NCERT(National Council of Educational Research and Training) and Novatr (Y-Combinator based start-up) on create new interactive experiences

Interaction Design, Product development, Web design

### Razorpay, Bengaluru, India

Mar 2022 - Sep 2024

#### Product designer

Building lending experiences for small businesses and start-ups in India

User research, Product management, Experience mapping, UX wireframes, Digital Prototypes, Usability testing

### Cohesity, Bengaluru, India

Aug 2021 - Feb 2022

#### UX design intern

Designing digital interfaces stakeholders involved in server hardware maintenance

Research interviews, Experience mapping, Persona mapping, UX wireframes, Documentation

## Academic Experiences

**National Institute of Design, R&D Campus, Bengaluru, India**

*Dec 2023 - Present*

*Visiting faculty on Interaction Design*

Conducting lectures and mentoring projects around connected devices & tangible interactions

**Woxsen University, Hyderabad, India**

*Apr 2024 - Present*

*Visiting faculty for design students*

Introductory courses on new media design and web design for student projects

**Coimbatore Institute of Technology, Coimbatore, India**

*May 2025*

*Co-ordinator & trainer for students of Information Technology*

Took a 2 week module on building AI-powered web based MVPs(Minimum Viable Products)

## Education

**National Institute of Design, R&D Campus, Bengaluru, India**

*Aug 2019 - Aug 2022*

*Masters in Design, Interaction Design • CGPA: 7.76 / 10*

Relevant Courses: Digital media & Visualization, Fundamentals of Interaction Design, Research Methodology, Sound design, Multimodal Interactions, Information Design & Visualisation, System design project, Hybrid Lab: AR/VR, Simulation/Prototyping, Tangible User Interface

**Coimbatore institute of technology, Coimbatore, India**

*Aug 2015 - Apr 2019*

*Bachelors in Technology, Information Technology • CGPA: 8.61 / 10*

Relevant Courses: Software Engineering, Digital Signal Processing, Web Technology, Soft Computing, Artificial Intelligence, Machine Learning, Internet of Things

## Other Relevant Courses

**Modular Synthesis using Eurorack**

*May 2024*

*Himachal Institute of Music Technology, McLeod Ganj, India*

**Introduction to Psychology**

*Nov 2020*

*Yale University on Coursera*

**Neural Networks and Deep Learning**

*Feb 2018*

*DeepLearning.AI on Coursera*

## Tools

**Programming:** JavaScript, HTML/CSS, Python, Arduino, P5.js, Three.js, React.js

**Visual Design:** Adobe Illustrator, Blender, Adobe Premiere Pro, Figma

**Sound Design:** Modular Synthesis, VCV Rack, SuperCollider, Logic Pro, Pure Data, Max/MSP

**Interactive Environments:** Unity, TouchDesigner

## Awards, Honors & Achievements

### **Second author, NIME 2025 publication on gravity-based musical interface**

Co-authored GraviTone: A Tangible Musical Interface using Gravity Well for Sound and Music Creation published in Proceedings of NIME 2025

### **Talk on “Playful Interfaces for Experimental Music” in ADCx Gather 2024 (Audio Developer Conference)**

Spoke on evolution of musical interfaces and the current trends in music instrument design

### **Resident at SynthFarm 2024, international residency on synth building and experimental audio**

Explored building own synth modules, experimental audio practices and AI based synthesis

### **Showcased “Sentiments of Emojis” in Processing Community Day(PCD) 2021 India**

Project on real-time visualization and sonification of emojis from Twitter

### **Showcased “Sounds of action” in Lines of Inquiry 2020 Annual design show at NID**

Sonic installation featured in annual project showcase at NID for academic year 2019-20

### **Abhimanyu Award for achievements in extracurricular activities**

Extra ordinary performance in technical and cultural(music) activities at CIT

### **Best performer award (All rounder) - Department of Information Technology, CIT**

Combined performance in co-curricular, extra-curricular, cultural and student body activities

### **Secretary and Lead keyboardist, Music Club of CIT (Fifth Dimension Band)**

Organised and participated in various cultural(music) events inside and outside campus

### **Founding Member and Co-ordinator, Coding Club**

Key player in forming a student club for code explorations and conducted workshops

## Skills

**Design skills:** Human-first approach, User research, Systems Thinking, Prototyping, Simulation, Journey Mapping, Usability testing, Inclusive design, Documentation, Design Education

**Soft skills:** Creative thinking, Team working, Fast learning, Project planning, Empathy



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