

RITWIK BANERJI, PH.D.

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TL:DR

I'm an experienced UX researcher, interactive media artist, and improviser with a doctorate from U.C. Berkeley. I've built a variety of digital systems for audiovisual interaction and conducted user studies on these systems in diverse international contexts using the full range of contemporary UX and behavioral science research methods. After a stretch of applied academic research and teaching, I'm looking to move into UX research with a large organization serving a diverse constituency.

SKILLS

Research: design ethnography, A/B testing, research subject recruiting, research study design, user interviews, survey/question design, card sorting, usability testing, contextual inquiry, heuristic evaluation, research operations, data analysis

Technical: wireframing (Figma, OmniGraffle, Keynote/PPT), rapid prototyping, interaction design, audio signal processing and editing, Python, R, computational text analysis, remote testing, 3D modeling (Blender)

EXPERIENCE

Jan 2019–present **Adjunct Professor:** University of Cincinnati
Trained graduate students with no experience in qualitative research design, ethnographic fieldwork, and interview techniques to identify research questions and conduct studies with publishable, actionable results
Designed and taught social psychology and media studies courses, including in interactive, large-enrollment, online classes

Sept 2003–present **Independent Interactive Media Artist and Improvising Musician**
Created a novel gaming/VR platform using live, acoustic sound as the player's primary means of controlling movement and gameplay
Presented numerous installations and concerts, including at New York's Experimental Intermedia Festival
Rapidly constructed numerous interactive, customized, humanlike, virtual digital performers for collaborations with numerous improvising musicians
As a woodwind player and composer, worked with dozens of performers of jazz and improvised music across the U.S., Europe, India, and Brazil in diverse concert contexts, including at the Vienna Konzerthaus

Sep 2010–Dec 2018

Doctoral Researcher and Instructor: University of California, Berkeley

Conducted independent UX field research to test humanlike virtual social agents with subjects in Berlin, Chicago, and San Francisco using a range of qualitative and quantitative UX/HCI methods, including usability testing, A/B testing, contextual inquiry, and user interviews

Conducted usability testing, contextual inquiry, and user interviews for custom designed interactive software modules for music technology lab courses

Secured project funding from competitive sources, including Fulbright, the Mellon Foundation, and the Berkeley Center for New Media and managed a \$200k research budget

Developed novel elicitation techniques in user interviews to overcome participant's politeness and hesitation to give incisive criticism

Human evaluation of these systems verified the accuracy of their design, with 95% of test subjects confirming that the system's interactive behavior strongly resembles a fellow member of their subculture

Published several peer-reviewed papers for diverse scholarly and professional audiences, including several invited talks (at Stanford and UC San Diego, among other venues) and publications produced on a quick turnaround

Trained undergraduates in qualitative research design, ethnographic fieldwork, and human-computer interaction

Led a variety of undergraduate courses on music, social science, and media studies focusing on breaking down complex research discussions for students to understand and easily work with

Supervised a team of graduate student instructors in a large-enrollment music technology lecture course

Jun 2009–Aug 2010

Teaching Artist: Chicago Park District

Designed and led arts-technology, inclusion, and digital media production workshops for youth and participants with disabilities across the city

Sep 2007–May 2009

Youth Program Director: Indo-American Center, Chicago

Redesigned the center's youth programming to increase enrollment (25%) and improve student educational outcomes

Supervised and trained a team of tutors in youth mentoring techniques and to uniformly collect data on participant progress

Secured and managed funding from United Way and the U.S. Dept. of Housing and Urban Development

EDUCATION

2018

Ph.D. in Music (with a focus on UX/HCI): University of California, Berkeley

2007

B.A. in Anthropology: Columbia University