

SHIVAM SHUKLA

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ABOUT SHIVAM(HE/HIM)

I'm Shivam Shukla, a final-year Human-Computer Interaction student from UCSC. I collaborate with academia and industry to work on research projects related to Artificial Intelligence, Human-Computer Interaction, and behavioural and social studies. I aspire to design and develop equitable technical spaces through relevant, holistic and actionable research strategies.

EDUCATION

University of California, Santa Cruz

Dec 2024 (expected)

M.S. in Human-Computer Interaction

GPA: 4.0/4.0

Related courses: Ethics and Activism(AI focused), Intro to HCI, Intro to Design HCI, HCI Capstone(Research).

SRM Institute of Science and Technology

May 2016 – June 2020

B.Tech. in Electrical and Electronics Engineering

Related courses: Multi-Disciplinary Design, Industrial Design, Embedded C, Digital System Design, Probability and Statistics, Advanced Calculus and Complex Analysis.

RESEARCH EXPERIENCE

NASA Ames Research Center

Apr 2024 - Present

Lead UX Researcher(MHCI Capstone Project)

Advisors: Jimin Zheng, and Katherine Jiang

- Conducted **2 design sprints**, **3 focus groups**, and **13 expert interviews** to evaluate the impact and scope of AI in space mission planning.
- Worked on enhancing planning efficiency by reducing cognitive load through **3 user-centered design recommendations** for the NASA space mission planning software, **Playbook**.
- Developing research methodologies to assess the scope and impact of Large Language Models (LLMs) in critical environments, with a focus on Human-Centered AI principles.

Interaction Dynamics Lab | UCSC

Dec 2023 - Present

Usability Researcher

Advisor: Dr. Katy Grasse and Dr. Elin Carstensdottir

- Led a comprehensive usability testing project for a social-simulator, executing the **experimental design**, **participant recruitment**, and **data collection processes** across **10 participants** to enhance user experience.
- Analysed user behavior to derive data-driven insights; resulting in developing **6 actionable design recommendations** to increase the intuitiveness and usability of the simulator.

Project Research | UCSC

Apr 2024 - July 2024

UX Researcher

Advisor: Dr. Mahnaz Roshanaei and Prof. Magy-Seif El Nasr

- Worked on developing and writing research methodologies for a research grant project titled **AI-driven Social Interaction and WellBeing, focusing on LLM-Driven behavior study**.
- Conducted extensive literature reviews of over **30** research papers on Large Language Models (LLMs), Human-AI Interaction, and Well-being.

Electrical and Electronics Department | SRMIST

Undergrad Researcher

2018 - 2019

Advisor: Dr. P Suresh

- Worked on designing a solution model based on the population size and swarm interactions to get an optimised outcome for a power system unit

INDUSTRY EXPERIENCE

IIT Ashram

UX Designer and UI Developer

July 2020 - June 2023

Vadodara, India

- Performed ethnographic field studies and contextual inquiries with **34 rural participants**, deriving key insights that informed product strategy and scope, enhancing user experience through data-driven design recommendations.
- Conducted **28 usability testing** sessions at **three stages** of product development to ensure the rapid and iterative deployment of the product services.
- Managed a **5-member** cross-functional team and collaborated with two business partners for the successful launch of an Ed-tech product.

Schneider Electric

Internship

2018

Vadodara, India

- Worked on simulating design and testing of Three-Phase and Single-Phase Transformers, focusing on core and winding design.

TEACHING EXPERIENCE

THEA 80N: Walt Disney | UCSC

Teaching Assistant

Spring 2024

Instructor: Kinan Valdez

- Provided weekly one-on-one mentoring to **94 students**, evaluating assignments and guiding them in storytelling, story boarding, and film analysis projects.

THEA 80P: Pixar: Story Matters | UCSC

Teaching Assistant

Fall 2024

Instructor: Noah Luce

- Provided weekly one-on-one mentoring to **96 students** on film analysis of Pixar movies focusing on animation history, fairytales, psychology, and popular culture.

MEMBER

Authentic User-Experience Lab | UCSC

Supervisor Dr. Norman Su

Oct 2023 - Present

- Participated in quarterly meetings, contributing to research discussions, focus groups, and collaborative activities.

Interaction Dynamics Lab | UCSC

Supervisor: Dr. Elin Carstensdottir

Jan 2024 - Present

- Engaged in weekly meetings, team discussions, and project feedback sessions; assisted in organizing lab events.

GUII Lab | UCSC

Supervisor: Prof. Magy Seif El-Nasr

June 2023 - Present

- Contributed to discussions on AI-mediated interactions, HCI, and behavioral studies.

Supervisor: Prof. Magy Seif El-Nasr and Dr. Norman Su

- Meetings and discussions are planned to commence shortly.

PRESENTATIONS AND PUBLICATION

NASA Ames Research Center

Spring 2024

Research Presentation

- Presented research methods, findings and design recommendations among NASA HCI group on "User-centered design solutions for AI-Supported Space Mission Planning and Execution".

UCSC Silicon Valley Seminar Hall

Spring 2024

Research Presentation

- Presented on topic "What if Playbook had AI?"

National Conference on Power, Circuit and Sustainable energy systems

2019

Research Presentation

- Presented the impact of modified PSO in achieving an optimal solution for a power system Unit.

Modified Particle Swarm Optimisation for Economic Load Dispatch Problem

2019

Publication

- International Journal of Recent Technology and Engineering (IJRTE) ISSN: 2277-3878, Volume-8, Issue-2S3.

SERVICE

Mentor | UCSC

Fall 2023 – Present

*Women in Science and Engineering (WiSE) program for promoting equity and inclusion in STEM.***Committee Member | SRMIST**

2017 – 2019

*Directorate of Student Affairs***Student Coordinator | SRMIST**

2018

*Electrical and Electronics Engineering Association***ACHIEVEMENTS**

Scholarship by Computational Media-UCSC for good academic standing

Fall 2024

Won a Design Hackathon held at UCSC Silicon Valley Campus

Winter 2024

Among top 3% of candidates of India in the Graduate Aptitude Test in Electrical Engineering

*2021***SKILLS**

Programming Languages

Python, C/C++, MATLAB, HTML

Tools

Pandas, Numpy, Pytorch, Miro, Nvivo, FIGMA, Qualtrics

Design

Prototyping, User Flows, User Journey Map, Agile, Storyboarding