Ankit Gandhi

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Mumbai, India

UX/UI Designer | HCI | Agentic Experience Design | XR Design

Professional Summary

UX/UI and interaction designer working across digital products and AI-enabled experiences. Turns research and complex product requirements into clear workflows, interaction models and interface systems, from early concepts and prototypes through developer handoff. Experience at Incerro and Samsung R&D Institute India, with a focus on human-AI interaction, agent behavior, contextual trust and spatial interfaces.

Experience

- **Incerro** — Pune, India
  XR Strategist — *Sep 2025 – Jul 2026*
  - Designed UX/UI for Dravya, a generative spatial computing product, shaping its interface architecture, interaction flows and visual design system for wearable use.
  - Designed internal software products from wireframes and visual design through developer handoff.
  - Researched Android XR interface behavior, emerging spatial UX patterns and design guidelines for AR glasses to inform interaction and product decisions.
  - Evaluated XR hardware and software compatibility to identify technical constraints, assess feasibility and guide experience design.

- **Samsung R&D Institute India** — Bangalore, India
  XR Design Intern — *Jan 2025 – Jul 2025*
  - Led a six-month design thesis in collaboration with Samsung R&D Institute India, exploring embodied AI agents in XR through research, interaction frameworks and concept development.
  - Designed spatial interaction models and AI agent form factors, balancing usability, emotional connection and contextual trust in immersive environments.
  - Synthesized user interviews, surveys and secondary research into actionable design principles for agent behavior, presence and human-AI interaction.
  - Developed storyboards and experience flows for AI-assisted productivity, wellness and social scenarios in XR, exploring agentic experience design.

- **Samsung R&D Institute India** — Remote
  Virtual XR Intern — *Jul 2024 – Aug 2024*
  - Researched avatar interaction use cases in XR using a user-centered design approach, identifying behavioral and social patterns for immersive avatar experiences.
  - Developed Unity proof-of-concept prototypes demonstrating avatar interaction scenarios and presented them to Samsung stakeholders for design review.

- **Sarg Design Studio** — Pune, India
  XR Research Intern — *Jun 2024 – Jul 2024*
  - Researched AR-based BIM visualization for architectural contexts, evaluating spatial presentation methods and translating findings into design recommendations.

Featured Projects

- **Agents for Project Operations**
  Designed agent workflows and interfaces to help project teams find information, assess project health and explore scenarios.

- **Dravya AI**
  Shaped the UX/UI and interaction flows for a generative spatial computing experience on XR glasses.

- **Agentic AI for the Era of XR**
  Designed interaction paradigms and embodied AI experiences for XR, exploring how intelligent agents can support task efficiency, trust and engagement in spatial environments.

- **How They Became Us**
  Created an educational VR experience using immersive storytelling and spatial narratives to make human-evolution concepts engaging and accessible.

Skills

- **Design & Research**
  UX/UI Design, Interaction Design, HCI, UX Strategy, User Research, Research Synthesis, User-Centered Design, Information Architecture, User Flows, Wireframing, Rapid Prototyping, Visual Design, Design Systems, Developer Handoff

- **AI & Agentic Experiences**
  Agentic AI, Agentic Experience Design, Human-AI Interaction, Embodied AI, Agent Behavior, Contextual Trust, Conversational Interfaces

- **Spatial & Multimodal Interaction**
  Spatial Interaction, Spatial Computing, AR, VR, MR, Immersive Experience Design, Wearable Interface Design, WebAR

- **Tools & Platforms**
  Figma, Unity, Blender, ShapesXR, TouchDesigner, Adobe Creative Suite, Claude, Arduino

Education

- **MIT Institute of Design** — Pune, India
  Master of Design (M.Des) – Immersive Media Design — *2023 – 2025*

- **Rachana Sansad College of Applied Art & Craft** — Mumbai, India
  Bachelor of Fine Arts (BFA) – Applied Art — *2015 – 2019*

Recognition

- **XR Creator Conclave (XRCC) Finalist (2026)**
  Selected as a finalist for Presence XR.

- **Communication Arts Guild Award (2018)**
  CAG Best Portfolio, Communication Design.

- **Bombay Art Society All India Art Exhibition (2021)**
  Photographic work exhibited on a national platform.