Anurag Alladi

Interaction Designer | Research, Systems & AI-Assisted Production

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Hyderabad, India



Interaction design student (B.Des, UID) who takes ideas from field research to working prototype: gesture-driven installations, original game IP, smart safety gear and AI-assisted production pipelines.

Portfolio

EXPERIENCE

Lead Intern · Content & AI Workflows

T.I.M.E. Education May 2026 – Aug 2026

Focused on content automation, AI workflows, and team leadership

- Promoted from Content Intern to Lead Intern; went on to lead a 4-person team remotely from Bengaluru
- Automated Excel tracking and extended AI-assisted production across 6+ exam verticals
- Took on LMS content management and study material production, delivering 120+ pieces

Full Stack Developer

Syllabusbook May 2025 – Jul 2025

Built accessible, production-ready interfaces

- Built and iterated on user-facing features alongside designers and engineers
- Improved usability and interaction clarity across live production environments
- Worked within real production constraints, timelines, and cross-team workflows

EDUCATION

Bachelor of Design (B.Des)

Unitedworld Institute of Design (UID)

Ahmedabad · Aug 2023 – Present

Executive Post Graduate Certification

iHUB DivyaSampark, IIT Roorkee (with Intellipaat)

Dec 2023 – Dec 2025

CERTIFICATIONS

- **Prompt Engineering - LinkedIn**

Completion of three certifications focused on Prompt Engineering

- **AI Automation - n8n & Lovable**

Built automated AI workflows with n8n, and shipped a vibe-coded app using Lovable

- **Using AI in the UX Design Process**

Accelerating UX workflows using the power of AI

SKILLS

Technical

Characterization · Game Design · UX Research · FullStack Dev · Wireframing · Character Design · Conceptualization · AI Workflow Automation · Prompt Engineering · Content Strategy · Team Leadership

Tools

TouchDesigner · Figma · Unreal · Blender · Unity · Framer · Miro · n8n · Zapier · Kling AI · ElevenLabs · Sarvam AI · Python · Arduino/ESP32 · MediaPipe · Physical Prototyping · 3D Printing

LANGUAGES

English · Hindi · Telugu · German

KEY ACHIEVEMENTS

Recognition by Panel for F2F Protocol Global Game Jam ’26

- Panel recognition for a card game that makes radical honesty playable, built in under 48 hours

Hackathon Winner for Tiny Traces

- Won the Ctrl + Create Hackathon ’25 with a solution for child safety in public spaces

Participation in Google Cloud HackSprint

- Participated in a full Google Cloud hackathon, building an end-to-end cloud-based solution
- Saw the project through to a working final submission

PROJECTS

Puck the Hothead - Original IP Character & World Design

2026 – Present · Independent Project

- Designing an original satirical indie game around Puck Pullowski, blending physical-play instincts into a digital world
- Built full character concept development from pose studies through personality and tone
- Designing a Tony Hawk-style traversal mechanic and hand-drawn world in Unity and Blender

Porsche 911 Configurator - Projection-Mapped Showroom

Apr 2026 · Spatial Computing

- Built a real-time gesture-driven configurator using TouchDesigner and Kinect body tracking
- Projected the interface onto a physical 1:18 scale GT3 model, merging digital and physical
- Reimagined the traditional showroom as an immersive, touchless spatial experience

Kavach - Smart Construction Helmet

Jan 2026

- Designed a smart helmet integrating real-time environmental monitoring for worker safety
- Conducted on-site research with construction workers to ground the concept in real risk
- Coordinated across product, interaction, and visual design to meet safety regulations

F2F Protocol - Gamifying Radical Honesty

Jan 2026 · Global Game Jam

- Designed a card-game mechanic using behavioral psychology to bypass cognitive filters
- Built the full analog prototype and rule system from scratch in under 48 hours
- Deliberately engineered discomfort into the mechanic to surface honesty games normally suppress

Tiny Traces - Decentralized Child Safety Protocol

Oct 2025 · Ctrl + Create (Internal Hackathon)

- Designed a decentralized BLE mesh location protocol for child safety, no central tracking
- Traded tracking speed for data sovereignty, avoiding surveillance-capitalism patterns
- Collaborated with engineering students to build a working prototype of the protocol

Arbeiten - Service OS for Flexible Work

Academic semester · Service Design

- Led UX strategy, service design and IA for one platform serving freelancers to SME teams
- Ran interviews, coworking-hub observation and a Regus teardown that set the benchmark
- Selected for further development beyond the semester

INTERESTS

User-Centric Design

Creating Revolutionary Design · Game Design

UX Research · Philosophy & Psychology

Anthropology + History · AI Ownership

Physical Computing · Music & Songwriting

German · Mentorship & Teaching

CONTACT

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Case studies with video

Scan, or open:

anuragalladi.com