



DEEPAK AKKIL

HCI Researcher and UX Designer

<http://www.deepakakkil.com>

deepakakkil@gmail.com

Deepak.akkil@tobii.com

[Link to Google Scholar Profile](#)

SUMMARY

I am a Human-Computer Interaction researcher and UX designer. I am currently working at Tobii AB, Sweden as a UX expert in a fast-paced cross-functional environment contributing to defining, designing, developing and testing computing devices that are visually aware.

- Experience Summary: Two years of experience in UX and concept design at Tobii AB R&D, 5 years of experience in academic HCI research on eye-tracking, haptics, IoT, CSCW and multimodal interaction design. 2.5 years' experience working as Software Developer.
- Qualitative and quantitative research methods
- Descriptive and Inferential data analysis, visualization and machine learning
- Iterative design, Rapid prototyping, Programming (C#, Java).

TIMELINE

2018 – NOW

- UX Design, Rapid prototyping at [Tobii AB, Sweden](#)

2014 – 2019

- PhD in Human Computer Interaction from [Tampere University, Finland](#).

2012-14

- Master's in Human Technology Interaction at [University of Tampere, Finland](#).

2009-12

- System Engineer at [Infosys Tech, India](#) consulting for Telstra, Australia

2005-9

- Bachelors in Applied Electronics, [University of Calicut, India](#).

EXPERIENCE SUMMARY

Jan 2018- Now : [UX designer at Tobii AB \(R&D\)](#) At Tobii, I work in a cross-functional innovation team. My everyday job comprises of organizing creative brainstorming sessions, developing innovative concept designs, rapid prototyping concept ideas as a tool to answer specific design questions, testing and iterating solutions, documenting & communicating findings and opportunities to relevant internal and external stakeholders, creating demos for showcase and contributing to the IP portfolio of the company.

June 2013- Jan 2018: [Researcher at TAUCHI, University of Tampere](#) with a focus on eye tracking, haptics, computer-supported collaboration, mobile devices and wearables.

Feb 2010 - Aug 2012: [Systems Engineer at Infosys Technologies Ltd. India](#) Software development in the area of Network management system, for the client Telstra, Australia.

SELECTED PUBLICATIONS

I have 25+ peer-reviewed research publications in the area of Human-Computer Interaction. My [Google Scholar](#) Profile contains a full list of my publications. Below is a snapshot of some key publications.

Li, Z., **D. Akkil**, and R. Raisamo. [Gaze Augmented Hand-Based Kinesthetic Interaction: What You See Is What You Feel](#). *IEEE transactions on haptics* (2019).

Akkil, D., Thankachan, B., & Isokoski, P. (2018). [I see what you see: gaze awareness in mobile video collaboration](#). In *Proceedings of the Symposium on Eye Tracking Research and Applications* (ETRA '18) (pp. 32-1).

Akkil, D., Dey, P., Salian, D., and Rajput, N. (2017). [Gaze awareness in agent-based early-childhood learning application](#). In *IFIP Conference on Human-Computer Interaction*. Springer

Akkil, D. and Isokoski, P. (2016). [Gaze Augmentation in Egocentric Videos Improves Awareness of Intention](#). In *Proceedings of CHI 2016*. ACM

Akkil, D., Lucero, A., Kangas, J., Jokela, T., Salmimaa, M., and Raisamo, R. (2016). [User Expectations of Everyday Gaze Interaction on Smartglasses](#). In *Proceedings of NordiCHI 2016*. ACM

Akkil, D. and Isokoski, P. 2016. [Accuracy of interpreting pointing gestures in egocentric view](#). In *Proceedings of UbiComp '16*.