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Rohan Gulati

Experienced ed-tech product manager driven by learning science, evidence based research and lean methodology.

EDUCATION

Carnegie Mellon University

2017

School of Computer Science

Masters of Educational Technology and Applied Learning Science (METALS)

NIT Surat

2008

Department of Mechanical Engineering

B.Tech in Mechanical Engineering

RELEVANT COURSES

Cognitive Modeling

Applied Machine Learning

Interaction Design Studio

Personalized Online Learning

Design of Educational Games

Educational Goals, Instruction & Assessment

SKILLS

Research and Analysis

Cognitive Task Analysis (CTA)

Educational Data Mining

ACT-R | Python | WEKA | LightSide

Design

Human-Centered Design

Contextual Inquiry

Rapid Prototyping

Illustrator | InDesign

Product Management

Agile Framework

Marvel App | Invision App

PROJECTS

(Capstone) Incorporating career and learning development fluencies within the WGU ecosystem. Summer 2017

Client - Western Governors University (WGU)

WGU is an online, competency based university with close to 80,000 students. The capstone revolves around incorporating fluencies in the Business program to help students track their learning and career goals.

Building a symbolization tutor to extend the inner loop functionality through follow-up questions. Spring 2017

Personalized Online Learning

Intelligent tutoring systems (ITS) have two loops, an inner loop for step-based feedback and an outer loop for problem selection. The implemented symbolization tutor is an ITS that extends the inner loop through the use of follow-up questions based on a strategy.

Conceptualizing 'Photo Jog' - app to revive connections between patients and family caregivers. Fall 2016

Interaction Design Studio

Photo Jog was designed to restore lost connections between patients and their family caregivers by driving joyous conversations around old nostalgic photos.

PROFESSIONAL EXPERIENCE

eDREAMS EDUSOFT

Sep 2013-May 2016

BANGALORE, INDIA

Senior Product Manager - Funtoot, an adaptive math learning product currently being used by 200+ schools and 110,000+ students across India.

- Developed product roadmaps and managed fortnightly agile sprints.
- Led a cross-functional team of 5 people to build 'funtoot content authoring platform' (fCAP) to rapidly author and deploy instructional content. The platform is being used by a team of 25 instructional designers.
- Worked with UX lead to build personas, user flows and stakeholder interfaces.
- Conducted impact assessment studies to measure and showcase product efficacy.
- Worked alongside R&D team to tweak the adaptive engine to take a student's learning gaps into account during problem selection.

EDUCATIONAL INITIATIVES (EI)

Sep 2010-Aug 2012

AHMEDABAD, INDIA

Asst. Product Manager - Mindspark Teacher, an on-demand teacher support tool with teacher assessment, a video database of students' misconceptions and their remedials.

- Conceptualized, launched and field tested the product over a period of 11 months involving teacher training and classroom trials.
- Built and led a team of 6 people specializing in programming, design and pedagogy.
- Conducted interviews to understand student misconceptions and built remedial teaching tools to address them.
- Researched math pedagogy extensively, adapted works by Prof. Kaye Stacey (University of Melbourne) and developed storyboards for interactive games, animations and videos.

IDENOM WEB PVT. LTD.

May 2008-Aug 2010

AHMEDABAD, INDIA

Founder - Dewlnk.com, an online community for children (8-14 years) to write, illustrate and share original stories through unique story building applications.

- Conceptualized the product, prototyped interactive story building activities and conducted workshops in schools.
- Pitched the product to venture capitalists and multiple seed accelerators.