HARSHIL BHANDARI

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Present Position

Doctoral Scholar: Dhirubhai Ambani University, Gandhinagar, Gujarat

Date of joining: June 2026

Former Positions

Guest Faculty: Indus University, Ahmedabad 2026

Guest Faculty: National Institute of Fashion Technology (NIFT), Jodhpur 2025

Junior Research Fellow: Smart Energy Learning Centre (SELC), Dhirubhai Ambani University 2025

Project: Interactive Energy Visualization Through Digital Platform (UI/UX, prototyping, AR/VR integration, gamification).

Senior Product Designer: Imperial English UK 2021 – 2023

Led UI/UX design for web and mobile platforms; designed and managed digital and print assets (books, flashcards, promotional videos, interactive content).

Visual Designer: OOI Studio 2021

Created logos, illustrations, brochures, social media creatives and art-based branding materials.

Education

Ph.D. Design — June 2026 – Present

Dhirubhai Ambani University — Gandhinagar, Gujarat

Thesis Title: *TBD*

Thesis Supervisor: Dr. Anupam Rana

Master of Communication Design — 2025

Dhirubhai Ambani University (formerly DA-IICT) — Gandhinagar, Gujarat

CGPA: 7.9

B.E. Electronics and Communication — 2019

Shantilal Shah Engineering, Gujarat Technological University — Bhavnagar, Gujarat

CGPA / Grades: 7.16

Higher Secondary Certificate (HSC) — 2015

Institute of Our Lady of Fatima — Daman

Area of Interest

Primary: Cultural Heritage Preservation through Digital Technologies; AR/VR and Immersive Technologies

Secondary: Sustainable Behaviour Change through Technology; Digital Innovation for Social Impact; User Experience and Interaction Design

Research

Journal Publications:

1. Vav ni Dharohar: An Interactive Mobile App with AR Experience of UNESCO World Heritage Site "Rani-ki-Vav" (with Anupam Rana). *International Journal of Arts, Architecture & Design (JAARD)*, Vol. 4, No. 1, pp. 33–42, January 2026. World University of Design. ISSN 2584-0282. DOI: 10.62030/2026Janpaper3.

2. Mapping of "Rani-ki-Vav" a UNESCO World Heritage Site through Information Design (with Anupam Rana). Zenodo, 13 January 2026 (v1). DOI: 10.5281/zenodo.18230357.

Conference Proceedings:

1. SustainFlow: AI-Driven Behavioral Evolution for Sustainability (with Anupam Rana, Rutvi Chauhan, Sahil Pandavadara, Hitarth Bhatt and Chintan Bhara). *2026 International Conference on Emerging Trends in Mobile Computing and Sustainable Informatics (ICEMCSI)*, IEEE, pp. 1–6, June 2026. DOI: 10.1109/ICEMCSI67638.2026.11603110.

Conference Presentations

Upcoming:

I3CSET-2026, 2nd International Conference on Computing, Communication and Sustainable Energy Technologies 18-19 November 2026

Paper accepted for presentation and publication: "SDG Kiosk: A Data-Driven Interactive Interface for Public SDG Awareness" (Paper ID 434; with Sukhmanpreet Singh Saini. Accepted papers are to be submitted for inclusion in Taylor & Francis (UK) proceedings.

ICoRD'27, 11th International Conference on Research into Design, Indian Institute of Science (IISc), Bengaluru, India 6–9 January 2027

Paper accepted for presentation: "Immersive AR Overlaying for Sculptures at UNESCO World Heritage Site" (Paper ID 1280; with Anupam Rana).

2026:

HCICC-2026, 2nd International Conference on Human Computer Interaction and Cognitive Computing, Shoolini University, Himachal Pradesh, India (participation; with Anupam Rana, Rutvi Chauhan, Akshat Panchasara) 22–23 June 2026

ICEMCSI 2026, International Conference on Emerging Trends in Mobile Computing and Sustainable Informatics, New Horizon College of Engineering, Bengaluru, India (IEEE technically sponsored); paper: *SustainFlow: AI-Driven Behavioral Evolution for Sustainability* 17–18 June 2026

Emerge 2026: poster on VIVE: AI-Driven Behavioral Evolution For Sustainability

Awards and Grants

Junior Research Fellow, Smart Energy Learning Centre, Dhirubhai Ambani University

Teaching Experience

Guest Faculty:

Communication Design, Indus University, Ahmedabad 2026

Fashion Communication, National Institute of Fashion Technology (NIFT), Jodhpur 2025

Selected Projects

Vav ni Dharohar: Interactive AR mobile app for the UNESCO World Heritage Site Rani-ki-Vav. *Paper: JAARD 2026.*

Rani-ki-Vav Information Design: Print and digital brochure with a numbered sculpture-mapping system and QR-linked content. *Paper: Zenodo 2026.*

SculptAR: AI-mediated AR mobile app for adaptive sculptural interpretation in museums. *Paper: ICoRD'27.*

VIVE: AI-powered smartphone app that turns everyday actions into climate impact. *Paper: ICEMCSI 2026; poster: Emerge 2026.*

EcoKiosk (SDG Kiosk): Interactive public sustainability awareness kiosk built at SELC. *Paper: I3CSET-2026.*

OptiGuard AI: Explainable AI system for glaucoma screening from retinal fundus images.

Empathy-Adaptive Healthcare Chatbot: Chatbot interface adapting to users' empathy profiles (TEQ-based psychometric profiling).

Design and Technical Skills

UI/UX Design, HTML,CSS, Illustration, Branding, 3D Art, Gamification, AR/VR Development, Unity, Lens Studio, Blender, Touch Designer, Figma, Framer, Zbrush, Procreate, Adobe Suite