

A S Vastav Irava

Research Associate

Detail-Oriented Individual with strong analytical skills. Seeking for new opportunity to implement my skills & learn new things in a reputed organization.



irava.vastav@gmail.com

+91-9999473301

New Delhi, India

WORK EXPERIENCE

Research Intern UNESCO MGIEP

11/2016 – 10/2017

Delhi, India

Roles & Responsibilities

- Assisted a research study on assessing the role of intercultural dialogue on development of socio-emotional skills among adolescents across five countries.
- As a part of this study, supported in designing online survey questionnaire, conducted data analysis and created data visualizations to communicate results.
- Developed a manual and facilitated online dialogue in Knowledge Commons platform pertaining to issues on Peace and Sustainable Development.

Internship Pratham

12/2015 – 05/2016

Delhi, India

Roles & Responsibilities

- Assisted in implementing the education programs for primary school children in Learning Camps.
- Supported the survey teams in field for Lakhon Mein Ek campaign aimed towards improving the status of children's learning.
- Published case study on Learning levels of children in MCD Schools.

Internship Center for Budget & Governance Accountability

08/2015 – 10/2015

Delhi, India

Roles & Responsibilities

- Assisted in analysing the Indian Budget (2015-16) on allocations to social sector schemes as a part of the study on Policies for Social Inclusion.

EDUCATION

B.Tech.in Electronics & Media Technology Karunya University

2012 – 2015

Coimbatore, Tamilnadu

Diploma in Electronics & Communications Engineering NTTF

2009 – 2012

Bangalore, Karnataka

SKILLS

R



SPSS



MS Office



C



RESEARCH PAPER

"Game based socio-emotional skills assessment: A Comparison across Cultures" (with Nandini C. Singh, and Aditi Pathak).

CERTIFICATES

Certification on Statistics with R from Dukes University (coursera) (2017).

CONFERENCE PRESENTATIONS

UNESCO TECH (2017): Poster presenter on "Interactive gaming technique to access social skills for adolescents".

ISTE (2018): Research paper presenter on "Digital age teaching and learning: Game based assessments".

CAPSTONE PROJECT

Worked to create a prototype device on wireless navigation system for the visually impaired which will encompass technologies such as SONAR, GPS, Cloud communication, Light sensing & Pulse sensing.

HCL Technologies, Hyderabad (01/2015 - 06/2015)

LANGUAGES

English

Full Professional Proficiency

Tamil

Limited Working Proficiency

Telugu

Native or Bilingual Proficiency

Hindi

Full Professional Proficiency

INTERESTS

Development Economics

Games & Learning

Education

Data Analytics