


AYSHWARYA SAKTHEESWARAN

Seeking full time positions in User Experience Research and Design starting summer 2018

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EDUCATION

Master of Science - Human Computer Interaction May 2018

Georgia Tech GPA: 4.0

Masters Project : Multi-modal interactions in visualization systems

Master of Science - Computer Science July 2016

Virginia Tech GPA: 3.81

Thesis : Role of Teaching Assistants in Introductory CS Courses

Bachelor of Engineering - Computer Science May 2012

Anna University GPA: 3.41

First Class with Distinction

WORK EXPERIENCE

AT&T FOUNDRY Palo Alto, CA Summer 2017

UX Research Intern

1. Uncovered needs and opportunities to improve knowledge management for AT&T Capacity Engineers, by conducting multiple rounds of user research.
2. Conducted research to identify requirements for network planning tools with Ericsson for 5G networks.

MERIDIUM INC. (now GE Digital) Roanoke, VA Summer 2015

UX Intern

Responsibilities included designing, developing and conducting usability evaluation of various data visualization modules for a new version of their Asset Performance Management software.

TATA CONSULTANCY SERVICES Chennai, India 2012 -2013

Solution Developer

Worked on design and end-to-end development of different modules in four projects.

ACADEMIC PROJECTS

Myo-Text Fall 2014

Research and design of a symbolic input system using the Myo armband, that allows user input text using only hand gestures. This system was implemented in the form of a game interface using Processing.

Navigating Virtual worlds Fall 2014

A research project comparing the performance of 3 different navigational interfaces, each representing different levels of locomotion interaction fidelity in Virtual Reality.

The role of teaching assistants in introductory CS Courses Summer 2016

A research project for my MS Thesis at Virginia tech, investigating the role played by teaching assistants in introductory Computer Science programming courses.

Way-finding on Georgia Tech campus Fall 2016

A design project to identify and bridge the gaps in campus navigation, for students who prefer to walk the Georgia tech campus. Using the insights from multiple rounds of user research, a high fidelity prototype was built using AxureRP.

SKILLS

UX Research and Design

User Interviews

Focus Groups

Storyboarding

Contextual Inquiry

Affinity Mapping

Survey Design

Prototyping

Physical prototyping

Cognitive Walkthroughs

Heuristic Evaluation

Prototyping Tools

HTML/CSS

Axure RP

Adobe Photoshop

Adobe Illustrator

Balsamiq

InVision

Flinto

Marvel

Research Tools

Morae

Qualtrics

SurveyMonkey

Programming Languages

Java

jQuery/Javascript

d3.js

Python

PUBLICATIONS

Nabiyouni, M., Saktheeswaran, A., Bowman, D. A., & Karanth, A. (2015, March). Comparing the performance of natural, semi-natural, and non-natural locomotion techniques in virtual reality. In 3D User Interfaces (3DUI), 2015 IEEE Symposium on (pp. 3-10). IEEE.