

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.