

Anirudh Nagraj

☎ (+1) 443-388-4185 | ✉ nagarajan.anirudh@gmail.com | 🏠 Anirudh Nagraj | 🌐 anirudh-nagraj

Education

University of Maryland, Baltimore County

MASTER OF SCIENCE IN HUMAN-CENTERED COMPUTING

Maryland, USA

August 2019 - August 2021 (Expected)

R V College of Engineering

BACHELOR OF ENGINEERING IN INFORMATION SCIENCE

Bangalore, India

August 2013 - May 2017

Skills

Methodologies

Contextual Inquiry, User Interviews, Qualitative Coding, Usability Testing, Heuristic Evaluation, Affinity Mapping, Participatory Design, A/B Testing, User Journeys, Diary Studies, Card Sorting, Storyboards, Surveys, Personas, Focus Groups, Tree Testing, 5-Second tests, Statistical Analysis, Task Analysis

UX Design

Wireframing, Brainstorming, Prototyping, Whiteboarding, Interaction Design, Accessibility, User Centered Design

Tools

Adobe XD, Figma, InVision, Sketch, Balsamiq Mockups, Adobe Illustrator, JIRA, AirTable, Survey Monkey, Miro

Programming

HTML, CSS, JavaScript, SQL

Soft Skills

Design Thinking, Empathy, Communication, Leadership, Collaboration

Professional Experience

Shared Services Center - University of Maryland, Baltimore County

UX RESEARCHER

Maryland, USA

September 2020 - May 2021

- Lead mixed methods research initiatives on different data for the redesign of the University's Shared Services Center website.
- Performed Heuristic Evaluation to uncover usability problems related to content placement, error prevention, content redundancy.
- Improved search relevance and content discovery through the insights gained from usability testing with user data reflecting an all time high of 181 users in a single month and an average bounce rate of nearly 30% post redesign.
- Improved NPS from 30.3 to over 50 by implementing contextual-inquiry driven recommendations.

Toyota Funded Project on Mobility - University of Maryland, Baltimore County

HCI RESEARCH ASSISTANT

Maryland, USA

September 2019 - May 2021

- HCI Research Assistant in a project to prototype a wearable belt that aids legally blind runners.
- Lead a team of 4 in carrying out literature reviews, One-One context interviews with the target audience, and Bodystorming activities.
- Analyzed existing market products, simulated scenarios, created affinity maps to inform prototype hardware design and development.
- Prototype built at 50 % the cost of some of the products available in the market today.
- Evaluated prototype feasibility with the help of a field experiment - an obstacle course followed by more context interviews.

University of Maryland, Baltimore County

HCI RESEARCH ASSISTANT

Maryland, USA

December 2019 - December 2020

- Investigated real-world navigational habits of legally blind people in low- and medium-income (LMIC) countries. Developed guidelines for future assistive technologies in the navigational space for LMICs from 1-1 interviews and qualitative coding. *Paper to appear in the The 23rd International ACM SIGACCESS Conference on Computers and Accessibility.*

Larsen & Toubro Infotech Ltd (LTI)

SOFTWARE ENGINEER (UI/UX)

Bangalore, India

August 2017 - June 2019

- Developed a web portal for an insurance client of L&T Infotech (HSB) to process quotations from insights gained from stakeholder interviews for customers across the globe. Conducted generative research on insurance portals to determine product roadmap.
- Managed B2C application websites by integrating front end web technologies using the web content management tool - Adobe Experience Manager.

Academic Projects

B-AID : The mobile navigation application for individuals who are blind This accessibility project revolves around creating a mobile voice application prototype aiding in navigation for individuals who are visually impaired using UX research. Employed methods like context interviews, field studies, Empathy Map, Affinity Map, Storyboards. Prototype done in Adobe XD.