ARCHANA RAMESH

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Actively seeking Fulltime opportunities as UX Designer / Front-end Developer for May 2018.

EDUCATION

M.S. in Human Computer Interaction
Expected graduation date - May 2018
Rochester Institute of Technology, Rochester NY.

B.E. in Information Science
Graduation date - May 2016
R. V. College of Engineering, Bangalore, India.

COURSES COMPLETED
Java for Programmers, Knowledge Representation Technologies, Scholarship in IST Foundations of HCI, User centred Design, Usability Testing

CURRENT COURSES
Information and Interaction Design, Research Methods, Web Technologies

EXPERIENCE

UX Design Intern – Pearit
May 2017- Aug 2017
I worked on designing the wireframes and developing the prototypes for their website - Intern magic. The pages I worked on for Intern magic included its home page, the student/ employee profile page and the employer profile page, the premium account signup page.

Intern - National Aerospace Laboratories
Surface defect detection on Aircraft structures using Image Processing
Jan 2016 - May 2016
The aim of this project was to detect dents on aircraft structures and also estimate the depth of it. Pictures of the dents with three different phase angles were taken and using Matlab these pictures were filtered, phase wrapped, phase unwrapped and height mapped to output the height of the dent. We Won the best project award out of 70 projects in Information Science Department of R. V. College of Engineering. A research paper is published on this topic.

Intern - Indian Institute of Science
Android Application for Ultrasonic based Testing
Jan 2015 - July 2015
Developed an Android app and designed its front end along with the Business requirement document. It took different data samples for different kinds of signals as inputs and generated graphs indicating the distribution of the sample for each of these signals.

SKILLS

User Experience
Contextual Inquiry, Heuristic Evaluation, Affinity Diagrams, Personas, Wire-framing, Prototyping, Storyboarding, Sketching, Usability Testing, Qualitative and Quantitative Analysis

Design Tools
Balsamiq, MockPlus, Marvel, Adobe Photoshop, Adobe Experience Design, Principle, Axure, Invision, Sketch, Proto.io

Web Development
HTML, JavaScript, CSS, JQuery, PHP, Bootstrap, XML

Programming & Databases
Java, C++, MongoDB, Neo4J, SQL, MySQL

PROJECTS

Coaster Crunch
Sept 2017 – December 2017
The most common problem that big amusement parks face today is huge crowds which lead to long wait times and long lines for each ride in the park. The wait times can be so long that it can make the people get so frustrated and not wanting to come back again. This app is designed to bring in a solution to this problem faced by bigger amusement parks. This includes creating fast passes and digitalizing the whole process. We conducted contextual inquiries, made affinity diagrams, personas, Low-fi prototypes and high-fi prototypes.

Study of Voice Assistants
Sept 2017 – December 2017
The aim of the project was to learn how to perform qualitative, quantitative and experimental research. With growing technologies in the world today, there has been a growing market for voice assistants. This study was performed to evaluate how voice assistants could affect the academic productivity in RIT students and also what are the problems faced especially by international students while using voice assistants. We performed qualitative, quantitative and experimental research on the same.

Usability Testing - Bergen Swamp preservation society
Feb 2017 - May 2017
Collaborated with Bergen swamp preservation society to perform usability testing on their website. Our task was to spot problems in the website, evaluate the features that need improvement, features that are not working and the missing features, analyse the interaction behaviours and complete user experience. Heuristic evaluations were done post which screeners and flyers were printed, participants were recruited and a test plan was created. Usability testing was performed by creating tasks and asking participants to perform them and finally the results were interpreted.

Project - Accoutre
Feb 2017 - May 2017
Designing an app that would assist people to choose clothing based on the weather conditions and fashion trends. The project involves contextual inquiry, building the flow and sequence diagrams, artefact, culture, and physical; and consolidated sequence models and also making the affinity diagram. Low fidelity and hi fidelity prototypes were also made along with story boarding.

Google Maps Study
Feb 2017 - May 2017
In this study, our group observed users using Google maps and analysed the problems faced by them with the user interface. This was done by conducing field observations and contextual inquiry and by conducting interviews. Post this was the stage of creating personas, story boarding and heuristic evaluations. Finally we will suggested possible solutions through wireframes and prototypes to the problems faced by the people based on information from the persona creation, design scenarios and story boarding.

Twitter Project
Oct 2016 - Dec 2016
This application was developed, for the course 'Knowledge Representation Technologies' in Grad school, using Java Swing and MongoDB. It fetched records of customers from a twitter database related to a given input keyword.

Course Outcome Mapping
Jan 2015 - May 2015
Designed and developed a web application for the course outcome mapping system in R. V. College of Engineering, Bangalore. Each course had outcomes, and the scores students obtain in the tests and exams were mapped to these course outcomes. The overall percentage of each student was compared to all the other students for each course outcome to determine how successful the student was in fulfilling that course outcome. This also helped in updating the courses in future. SDLC lifecycle was followed for the development and UAT and SIT test scripts were used for testing. Backend: MySQL Front End: Html, CSS, JavaScript, Bootstrap, Ajax and JQuery.