ARCHANA RAMESH

Email: archanaramesh87@gmail.com | ar2693@g.rit.edu | **Phone**: 585-993-4145
Portfolio: archanaramesh.me | **Linkedin**: https://www.linkedin.com/in/archana-ramesh-aab02b127

🏛 EDUCATION

M.S. in Human Computer Interaction (Sept 2016 – Present)
Rochester Institute of Technology, Rochester NY.

B.E. in Information Science (Sept 2012 – 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, Information & Interaction Design, Research Methods, & Web Technologies.

💼 EXPERIENCE

UX Design Intern – Pearit (May 2017- Aug 2017)
Designed the wireframes and developed the prototypes for Pearit's website - Intern magic. Pearit had a basic setup of the Intern magic website, and the major responsibility of this internship was to redesign the home page, the student/employee profile page and the premium account signup page of the Intern magic website.

Intern - National Aerospace Laboratories (Jan 2016 - May 2016)
Project: Surface defect detection on Aircraft structures using Image Processing
The aim of this project was to detect dents on aircraft structures and estimate its depth. Using Matlab the pictures, taken from 3 different phase angles, were filtered, phase wrapped, phase unwrapped and height mapped to determine the height of the dent.

Intern - Indian Institute of Science (Jan 2015 - July 2015)
Project: Android Application for Ultrasonic based Testing
Developed an Android app and designed its front end as well as designed the Business requirement documents. The app 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.

🖥 PROJECTS

Coaster Crunch (Sept 2017 – Dec 2017)
This application prototype aims to solve the most common problem that big amusement parks face today i.e. huge crowds which lead to long wait times for each ride in the park. These long wait times can lead to frustration among the visitors resulting in them never returning to the park again. Coaster Crunch app solves this problem by introducing a digital fast pass system as well as other additional features.

Study of Voice Assistants (Sept 2017 – Dec 2017)
This project aims at studying how productive are voice assistant applications for academic purposes. Qualitative analysis, Quantitative analysis, and experimental research were performed on the data collected by interviewing students at Rochester Institute of Technology.

Usability Testing - Bergen Swamp preservation society (Feb 2017 - May 2017)
Collaborated with Bergen swamp preservation society to perform usability testing on their website. The major tasks were to identify problems in the website by evaluating the features that need improvement, the features that were not working and the missing features; analyse the interaction behaviours of users and analyse the overall user experience. Heuristic evaluations were performed, 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 the results were interpreted.

Heuristic Evaluation of Virginia's EZ pass website (April 2017 - May 2017)
The Aim of the project was to perform heuristic evaluation of the Virginia's EZ Pass website. The heuristic evaluation resulted in a list of 27 usability and accessibility issues that existed in the website being evaluated.

Project – Accoutre (Feb 2017 - May 2017)
Designed an app that would assist people to choose clothing based on the weather conditions and fashion trends. The major tasks in this project were contextual inquiry; building the flow and sequence diagrams; building the artifact, culture, physical and consolidated sequence models; and making the affinity diagram. Low fidelity and hi fidelity prototypes were made as well as story boarding was performed.

Google Maps Study (Feb 2017 - May 2017)
In this study, users using Google maps were observed and problems faced by them related to its user interface were analyzed. The major tasks involved field observations, contextual inquiry, conducting interviews, creating personas, story boarding and heuristic evaluations.

Twitter Project (Oct 2016 - Dec 2016)
This project involved developing an application using Java Swing and MongoDB which 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 for R. V. College of Engineering, Bangalore. The scores obtained by the students for each course were mapped to its outcomes, which helped in comparing the success rate of a student in fulfilling the course outcomes to the success rates of all other students for each course.

✂ 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