



## Career Objective

To learn & excel in the field of Human Machine Interaction by creating, designing & developing innovative solutions which would enhance the user experience of products.

*User Centered Design Is what I like.*

### Qualification

PGDPD in Information & Interface Design 2009~ 85%(Aggr)

National Institute of Design R&D Campus, Bangalore.

B.E in Electrical & Electronics (EEE) 2007- 72%(Aggr)

Vasavi College of Engineering (Affiliated Osmania University)

### Work Experience

Organization: Intelligroup Asia Pvt. Ltd.

Role: User Interface Designer

Tenure: 2yrs (2007-'09).

### Professional Experience

#### Delloite

Design of Employee Social Network portal.

Competencies used: Interface Design, Information Architecture, Visual Design, HTML Prototyping.

#### Magellan

e-Learning interface for the online transactions of Magellan.

Competencies used: Interface Design, Information Architecture, Visual Design, HTML Prototyping.

#### Intelligroup

e-Learning interface for employee learning and training.

Competencies used: Interface Design, Information Architecture, Story Boarding, Illustration, Animation, Flash Prototyping using Action Script 2.0.

#### Hitachi Aircon

Admin Interface for the Hitachi Aircon website administration

Competencies used: Interface Design, Information Architecture, Visual Design, HTML Prototyping using CSS.

#### Fender Media Center

Web Application Design

Competencies used: Interface Design, Illustration, Information Architecture, Visual Design, HTML Prototyping.

### Design Skills

Creative thinking

Concept creation

Sketching

Clay modelling

Task Flow Mockups

Prototyping

### Programming

HTML & CSS

C & C++

Java Script

Action Script

### Design Tools

Photoshop

Illustrator

Flash

Premier

Dreamweaver

RWD Uperform

### Interests

Ergonomics

HMI

Icon Design

Form

Photography

Philosophy

### Competencies

#### Design Research & Analysis

User Experience Design

Interface Design

Interaction Design

Information Architecture

Visual Communication

### Strengths

Creative

Adaptable

Focussed

&

Time Bound



UXDesigner

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Research Project- Internship

Duration 2 months

### Effective Fuel Monitoring System Design

This Project emphasizes the problems in the current Fuel Monitoring System present in the Low Priced Vehicles (LPV) in Indian Context. The goal of this project is to study the problems in the existing design and improvise it. To know the behavior of the driver in a fuel related problem situation and know what is the exact information he requires to handle the issue was the area of concern.

Competencies used: User Research & Analysis, Interface Design, Interaction Design, User Experience Design, Story Boarding and User Testing.

Research Project- Class room

Duration 3 months

### Windows 8 for Information Workers

The project required us to design the new generation operating system 'Windows 8' targeting the Information Workers. This could include windows management, Application Start, Applets & Gadgets, Control Panel design among many others. Competencies used: Domain study, Brainstorming, User Research & Analysis, Interface Design, Interaction Design, Video Prototyping, User Experience Design & Task Flow Analysis,

Research Project- Class room

Duration- 6 weeks

### Public Information Signage System

This project focussed on developing Information signage system which would help a user to locate a destination when he visits a new city. If a Person is new to a city and is travelling by road, he would refer maps or talk to people and ask about the details of the places around. In such a scenario, communication in local language would be a big barrier. I worked to reduce the severity of this problem by developing Pictorial symbols and their layout with hierarchy. This information signage will allow the person to drive faster and know the significant places on the current road.

Competencies used: User Research & Analysis, Service Design, Illustration & Story Boarding.

### Information Architecture Project - Jeevika

Duration- 1 week

A mobile based networking service that connects job seekers from India's large informal sector (BoP) to middle- and upper-class Indians (ToP) looking to hire services to meet their needs. An employment-oriented networking that cashes on the instant and mass reach of mobile phones in both the concerned sectors unlike the computer or the internet.

Competencies used: Domain study, User Research & Analysis, Service Design, Interaction, Interface Design, Illustration, Story Boarding & Information Architecture.

### Pictorial Assembly Instruction Design

Duration- 2 weeks

Change your car stepney easily..

To design a pictorial assembly instruction manual which will show the key actions in the user's perspective to change a car stepney. Observations and feedback was gathered from the experts. Later the manual was designed and tested with the users.

Competencies used: Interaction Design, Illustration, Video Prototyping & User Testing.

### Game Design Project

Duration- 4 weeks

3D Snakes & Ladders

Designed and made a 3D model of the snakes and ladders board game. A thorough user research was done among children of age group 8-11 years to know the games children play.

Competencies used: Interaction Design, Illustration Paper Prototyping & User Testing.



## Achievements

Poster Presentation at Traffic & Transport Expert Forum 2010, International Institute for Information Design, Vienna, Austria.  
Sponsored by NID.

Attended "Think Aloud" workshop conducted by Copenhagen School of Business at HCI India Conference, IIT Bombay.

Organized KRITI Art Camp & Exhibition at ICCR gallery, Ravindra Bharathi, Hyderabad. The proceeds were donated Appolo Hospitals for Children with heart ailments.  
Sponsored by Hewlett Packard.