

PAVITHRA RAMASAMY

UX Designer & Researcher

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Education

Masters of Science in Human Computer Interaction

University of Maryland, College Park
May 2019(Expected), GPA: 3.96/4

Bachelors of Technology in Information Technology

SSN College of Engineering, Anna University, Chennai, India
August 2012 - April 2016, GPA: 9.15/10, University Rank 3.
Receipient of Merit Scholarship for all years.

Work Experience

Graduate Research Assistant, Trace R&D Center

September 2017 - Present : University of Maryland, Maryland, US

- Developed two-factor authentication systems suited for use by people with disabilities for the Global Public Inclusive Infrastructure(GPII).
- Researching on how effective social activities are towards longevity of people with disabilities and the older generation in general.
- Developed a prototype of a shortcut keypad(including most common actions) to provide accessibility to all.
- Digitally curated the Unified Listing website in bringing together information from around the world on products and solutions for providing access to information and communication technologies

UX Design Intern, Dassault Systemes SolidWorks Corporation

June 2018 - August 2018 : Waltham, Massachusetts,US

- Partnered with the SolidWorks R&D team to redesign the homepage and login experiences of the 3DContentCentral website.
- Performed User Research for upcoming products.
- Facilitated Usability Tests for xDesign and analysed results.
- Conducted accessibility audits and wrote Accessibility Conformance Reports(VPAT v2.1) for SolidWorks Web Products: SolidWorks, MySolidWorks, AppsForKids and 3DContentCentral.
- Authored a Web Accessibility checklist for future projects to adhere to in their design phase.
- Improved readability of user interaction pages and suggested measures for accessible designs for MySolidWorks.

Product Analyst, Temenos Banking Software Systems

July 2016 - June 2017 : Chennai, India

- Gathered business requirements based on interactions with clients on a daily basis.
- Performed user need-finding analysis, conducted interviews and surveys to identify issues faced by the clients.
- Introduced design level changes on the flagship software T24 to provide better user experience and support.

Project Experience

Dot Dot Dot - Interactive Learning Tool for Kids

Designed an interactive prototype focusing on enhancing kid's education through gamification and encouraging collaborative work.

Simple Go - Growing from Easy to Advanced Internet Use

Designed an interface to support those who require a little more assistance using the computer - especially those who are just starting out with the computer, afraid of using the computer, or finding the computer complicated to use. - Designing for Accessibility

Inbox by Gmail - A Usability Study

Worked in a team of 4 to conduct field testing sessions, compile usability issues, and provide recommendations to improve the usability of the web application. The majority of the participants although having a positive response towards Inbox, mentioned that they prefer using Gmail over Inbox.

UX Skills

User Research & Design

Empathize

Semi-structured interviews
Contextual Inquiries
Field Research

Define

Personas
Scenarios
Pain Points

Ideate

Brainstorming
Whiteboarding
Sketches
User Centered Design Thinking

Prototype

Wireframing
Low Fidelity Prototype
Mid Fidelity Prototype
High Fidelity Prototype
Storyboards

Testing

Usability Testing
User Testing
Cognitive Walkthroughs
Heuristic Evaluation

UX Tools

UX & Visual Design

Sketch
Adobe Illustrator
Adobe InDesign
Adobe Photoshop

Prototyping

InVision
Axure RP
Adobe XD
Marvel

3D Design Tools

SolidWorks
Autodesk Fusion 360

Programming

HTML
CSS
JavaScript
Python
C/ C++
Java
D3.js