

# PAVITHRA RAMASAMY

## Interaction Designer

### 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

- Researching on reading and text comprehension for People with Dyslexia.
- Designing and Developing Accessibility strategies for the GPII DeveloperSpace MasterList
- Developed two-factor authentication systems suited for use by people with disabilities for the Global Public Inclusive Infrastructure.
- 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.

#### 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, complie 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.

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### 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  
Inclusive Design

##### 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