

# Pavithra Ramasamy

UX Designer & Researcher

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## UX SKILLS

Action Analysis, Affinity Diagramming, Card sorting, Cognitive Walkthroughs, Concept Maps, Contextual Inquiries, Data Visualization, Heuristic Evaluation, High fidelity prototypes, Interaction Design, Low fidelity prototypes, Personas, Scenarios, Sketching, Storyboarding, Semi-structured interviews, Survey Design, Usability studies, User Research, User Testing, Wireframes.

## UX/UI TOOLS

Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Invision, Axure RP, Sketch

## PROGRAMMING LANGUAGES

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

## EXPERIENCE

### Graduate Research Assistant | Trace R&D Center | University of Maryland

Sep 2017 – Present

Working on two-factor authentication for GPII (Global Public Inclusive Infrastructure) with [Prof. Vanderheiden](#) to improve access to information and communication technologies for people with disabilities. – *Research on Accessibility and Assistive Technologies*.

### Product Analyst | Temenos – Banking Software Systems

Jul 2016 – Jun 2017

Gathered business requirements based on interactions with clients on a daily basis, performed 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

### Visualizing Cascading Delays in Flights in the US

Aug 2017 – Dec 2017

Visualized delays in one airport leading to consequent delays in other airports in the US using DataMaps and D3.js through which we identified major cities that experienced severe cascading delays and in which cities, the delays were minimum.

### DOT DOT DOT – A web based tool to enhance kid's education

Aug 2017 – Dec 2017

Designed an interactive web based tool that keeps the kids engaged and motivated throughout the class. The main concepts that we focused on our tool are game based learning activities to keep the kids engaged, leaderboard to arouse healthy competition among kids and social media for kids to facilitate knowledge transfer.

### Heuristic Evaluation of edX Discussion Forum

Feb 2017

Conducted user research on the edX discussion forum and wrote a report on the key findings that violated Nielsen's heuristics, assessed the severity of each key finding and provided suggestions to overcome the violations.

### Air Writing – Converting finger movements to text

Jan 2016 – Apr 2016

Devised a system that identifies English Alphabets drawn in air and displays it as text on the computer screen using MATLAB and openCV libraries involving Finger Motion Tracking, Optical Character Recognition and Hand Gesture Recognition mechanisms. Primarily developed to aid visually impaired and elderly people.

## PUBLICATIONS

[An Efficient Transfer of EHRs on the Cloud Using Decaying Window Principle](#)

[An Economical Air Writing System Converting Finger Movements to Text Using Web Camera](#)

## EDUCATION

### Master of Science in Human Computer Interaction

May 2019 (Expected)

University of Maryland, College Park | GPA - 3.9/4

**Courses** – Introduction to HCI, Data Visualization, Introduction to Research Methods, HCI Design Methods, Advanced Usability Testing, Human Disability and Aging, Introduction to User Experience, Principles of Designing for Humans, Evaluating Design with Users, UX Design: From Concept to Wireframe, UX Design: From Wireframe to Prototype, Introduction to UI Design, Prototyping and Design, User Research and Design, Evaluating Design with Users.

### Bachelor of Technology in Information Technology

Aug 2012 – April 2016

SSN College of Engineering, Anna University | GPA – 9.15/10