Pavithra Ramasamy

UX Designer & Researcher
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UX SKILLS

Card sorting, Cognitive Walkthroughs, Concept Maps, Contextual Inquiries, Heuristic Evaluation, High fidelity prototypes, Interaction Design, Low fidelity prototypes, Personas, Scenarios, Sketching, Storyboarding, Semi-structured interviews, Survey Design, Usability studies, Wireframes.

UX/UI TOOLS

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

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 improvise access to information and communication technologies for people with disabilities. – Research on Accessibility and Assistive Technologies.

Product Analyst | Temenos – Banking Software Systems **Jul 2017 – 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.

Heuristic Evaluation of Microsoft Outlook 2013 **Oct 2016**
Conducted a task-based evaluation of the Microsoft Outlook 2013 Interface and applied Nielsen's heuristics to identify key findings and severity of each key finding was assessed.

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.

Bachelor of Technology in Information Technology **Aug 2012 – April 2016**
SSN College of Engineering, Anna University | GPA – 9.15/10
Programming Languages – HTML, CSS, JavaScript, D3.js, C, C++, Java, Python