

# Sruthin Gaddam

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## Education

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Bachelors in Accounting and Computer Information Systems, Pittsburg State University, Pittsburg, KS (Aug, 2012): GPA-3.25



Masters in Human Computer Interaction, Michigan State University, East Lansing, MI (Dec, 2016): GPA-3.85



Masters in Library Information Science, Wayne State University, Detroit, MI (Aug, 2021): GPA-3.8

## Professional Experience

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MICHIGAN STATE UNIVERSITY MSU Libraries  
East Lansing, MI  
UX Librarian  
Dec 2022 – Present



### Description

As a UX Librarian for the MSU Libraries, I collaborate on a wide range of design, development, assessment, usability and accessibility testing for various projects, and

supports the MSU Libraries' strategic plan by engaging and strengthening the MSU Library community.

## **Responsibilities**

- Leading a full range of user experience and assessment projects to evaluate the usage, service quality, impact, and value of the MSU Libraries' physical and digital spaces, services, and collections.
- Collaborating on the development, management, and maintenance of the MSU Library website, including creation of Drupal modules and features, interface design, and implementing usability and accessibility improvements as identified by usability and accessibility testing.
- Designing and developing custom applications as requested by Library units.
- Maintaining web analytics programs such as Matomo and Google analytics, and using data from these programs to influence decision making and strategic planning.
- Participating in the activities of the User Experience unit to communicate and collaborate on user experience projects across library divisions and units.
- Collaborating and leading accessibility initiatives, evaluating and improving the usability and accessibility of the Libraries' physical and digital services.
- Engaging stakeholders to prioritize feature requests, recommendations, and bug fixes.
- Acting as the library's advocate for user experience and assessment, building a network of assessment professionals, and collaborating with colleagues both on the MSU Campus, and in the BTAA and ARL communities.
- Participating in professional development and scholarly activities, and serving on various Library and University committees as elected, appointed, or assigned.
- Presenting and attending various conferences to gather and share knowledge with peers on and off campus.
- Contributing to library accessibility initiatives and efforts like: web accessibility remediation projects, accessibility evaluations, staff training, education, and communication; etc.

- Attends Libraries' Accessibility Working Group and other campus accessibility meetings as desired/needed.

MICHIGAN STATE UNIVERSITY MSU Libraries

East Lansing, MI

Web Developer & Designer

Jan 2015 – Dec 2022



### **Project description**

Michigan State University Libraries website provides a digital presence for the MSU Libraries', enabling students and community patrons to search and browse library collections, view the library hours, and contact library staff.

Michigan State University Libraries Digital Repository site houses over 150,000 digital objects which includes Thesis & Dissertations, Newspaper collections, Audio collections, etc. This web application enables users to search and browse the digital objects, view the metadata, and the digital object.

Collaborative Community Review application that enables journal articles to navigate through the peer review workflow .

### **Responsibilities**

- Working extensively with Drupal's Omega and Bootstrap to theme web applications.
- Developing Drupal modules using JavaScript, PHP, JQuery, CSS .
- Worked with CuadraSTAR applications, CuadraSTAR databases and migrated them to Drupal and MySQL.
- Developing applications using Laravel PHP framework, Quasar, Vue.js, and GraphQL to support the journal article peer review workflow
- Developed Python applications using FedoraCommons API to ingest objects into FedoraCommons.
- Worked with Islandora, FedoraCommons, Solr and Drupal to make digital

- objects available and accessible for the MSU Digital Repository website .
- Developed PHP applications for MakeCentral to help patrons submit 3D
- objects for printing.
- Worked with the Digital Scholarship Lab teaching sessions on game
- development and integrating Igloo vision to support game engines including
- Unity and Unreal.
- Working with the User Experience team to enhance the usability of the
- current web applications.
- Participated in several usability and accessibility workshops.
- Used Sketch, Figma and Adobe Suite to design and illustrate wireframes for
- web and mobile interfaces.
- Tested the web content with screen readers and other accessibility tools like
- wave, axe-core and updated the content to comply with WCAG 2.1 standards.

MICHIGAN STATE UNIVERSITY

East Lansing, MI

Department of Communication Arts & Sciences

Web Designer / Developer, Game Designer / Developer

July 2015 – Sep 2015



### **Project description**

Swan Boat Exer Game is designed and developed to motivate individuals to exercise while having fun.

The Website helps MSU Students to log in using their Facebook account and displays questionnaires by acquiring the data from the users friends list.

### **Responsibilities**

- Used Unity, C# to program the basic functionality of the game.
- Used Facebook developer kits to acquire data of the logged in user.
- Used Backbone.js and Underscore.js to develop the frontend portion of the site.
- Used Bootstrap and CSS3 to make the site responsive.

- Used Java and Servlets to process the response on the backend .
- Used Parse as a database to store the collected information.
- Used Adobe Photoshop to create the wireframes and other graphic material on the site.
- Used Adobe Illustrator to create logs and different graphic elements used in the site.

MICHIGAN STATE UNIVERSITY

East Lansing, MI

Department of Kinesiology

Graphic Designer/Web Developer

May 2015 – July 2015



### **Project description**

Summer Coaches' School is hosted by the Institute of Youth Sports department of Kinesiology at Michigan State University. This program is dedicated to educate and inform coaches' for their overall development. The conference runs for 3 days and coaches from all over Michigan were invited.

### **Responsibilities**

- Developed a website using Javascript, jQuery, CSS, HTML to promote and provide information about the event.
- Used Bootstrap 3.0 to make the website responsive for all screen sizes.
- Used Adobe Indesign to develop a print material which provides information about the conference.
- Used Adobe Photoshop and Illustrator to develop all the graphic elements for the promotional material and logos.

AT&T

Dallas, TX

Front End Developer

Project: AT&T E-strategy(Mobility) Aug 2013 – Dec 2014



## **Project description**

A web portal designed to serve small entrepreneurs to manage their foundation, billing, subscriber accounts, employee groups plans, and to suspend and reinstate lines of employees. The portal also gives a detailed description of the amount of voice, text and data used by each individual and the amount left. The portal enables the company administrator to search among different foundation, billing, and subscriber accounts and lets them navigate between different accounts seamlessly.

## **Responsibilities**

- Involved in planning sessions of the Agile model and to design and develop web applications.
- Worked closely with the user experience team and participated in usability studies and focus groups to evaluate the usability of the application.
- Developed wireframes using Adobe Photoshop and Illustrator.
- Used Bootstrap 3.0 to make the user experience seamless in mobile devices and tablets.
- Used Backbone, a JavaScript MVC framework, and Angular to develop the web application.
- Extensively used CSS3 and HTML 5 in the portal to support animations, audio and video files.
- Worked closely with the accessibility team to make the portal easily accessible by users with special needs.
- Implemented screen reader functionality in the portal for users with special visual needs.
- Involved in developing Q-Unit test cases for the portal.
- Extensive use of AJAX to consume various web API's.
- Extensively used Sub Version Control.

DELOITTE  
CampHill, PA  
Java Developer



Project: WV-InRoads

Nov 2012 – Aug 2013

### **Project description**

InRoads web application helps the citizens as well as the state county workers of West Virginia to apply for benefits such as food stamps, child care, Medicaid etc. This application takes in the information of the citizens and passes it to the backend system which is used by the county workers to review the applications online and determine eligibility. This application also receives information from the backend system and displays all the benefits a user is receiving.

### **Responsibilities**

- Involved in the analysis and design of the application and developed the data model, class and sequence diagrams.
- Involved in designing the look and feel of the application.
- Configuring data source on Weblogic for connecting to Oracle databases.
- Involved in the resolution of different discrepancies in the application behavior across different browsers.
- Involved in stabilizing the system to meet several state regulations, like 508 compliance, on different browsers.
- Involved in development, integration, and user acceptance testing of the entire application.
- Used EJB for the development of a large number of web pages to collect information from the users and send the information to the backend system.
- Developed web service clients to communicate with external applications.
- Wrote HTML, JavaScript, CSS, XSL, XPATH scripts to accommodate several functions of the web app.
- Wrote various data manipulation queries and stored procedures.
- Setting up version control system & coordinating builds using ANT build scripts.

# Skills

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## **Programming languages:**

Java /J2EE, JSP, PHP, C#, Swift, UML, Python

## **Container/Orchestration Technologies:**

Docker, Docker Swarm

## **Automation Technologies:**

Ansible, GitLab CI/CD, GitHub Actions.

## **Web Technologies:**

JavaScript, JQuery, Angular, Backbone, Vue, Quasar, Bootstrap, XML, XSLT, XSD, HTML5, CSS3

## **Database technologies:**

MySql, MariaDB, CuadraStar

## **Version Control:**

GitHub, GitLab, SVN

## **Content Management Systems:**

Drupal, Omeka, Shopify, WordPress

## **Design Tools:**

Photoshop, Illustrator, Fireworks, Sketch, InDesign, Muse, Figma, Unity, Maya, Cinema4D, ZBrush

## **IDE Tools:**

PyCharm, Eclipse, Unity, Xcode, VSCode

## **AI/ML Evaluation Tools:**



Wave, axe-core, Chrome Screen Reader, MacOS Voiceover, etc.

## Certifications

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Sun Certified Java Programmer for the Java 2 Platform, Standard Edition 1.5  
(CX-310-055) (Sep, 2013)

Serious Game Design and Research, College of Communication Arts and Sciences,  
Michigan State University (Dec, 2016)

IAAP Web Accessibility Prep Course, Deque University (Mar, 2022)

Certified Professional in Accessibility Core Competencies (May, 2024)

## Presentations & Publications

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Gaddam, S. (2025, Mar 4). *Tracking your work with git* [Conference session]. Software  
Carpentry Workshop, East Lansing, MI.

<https://bookings.lib.msu.edu/event/13892556>

Gaddam, S., & Kroske, S. (2024, July 30). *A UX journey: Identifying problems and  
solutions and improving user experience in increments* [Conference session].

Digital Library Federation, East Lansing, MI. <https://osf.io/9y2sc/>

Gaddam, S., Kroske, S., & Vilag, S. (2024, May 16). *A year at the library: Our UX journey*  
[Conference session]. Michigan Academic Library Association, Kalamazoo, MI.

[https://miala.org/2024\\_ac\\_breakout\\_session\\_descr.php](https://miala.org/2024_ac_breakout_session_descr.php)

Brandon, J., & Gaddam, S. (2023, Oct 21). *Exploring cutting edge alternatives to  
google analytics: Things we learned along the way*. Academic Library  
Association Core Forum

<https://alacoreservices.org/forum-archive/2023/forum-schedule/index.html>

Gaddam, S., & Sattler, K. (2023, Oct 20). *Pilcrow: Our multi-year journey in building an open source open peer review application*. Academic Library Association Core Forum

<https://alacoreservices.org/forum-archive/2023/forum-schedule/index.html>

Finkenbinder, K., Gaddam, S., & Sanchez, J. (2023, May 17). *UX singularity: Making usable, accessible and inclusive websites*. Michigan Academic Library Association. [https://miala.org/annual\\_conference\\_2023.php](https://miala.org/annual_conference_2023.php)

Finkenbinder, K., Gaddam, S., & Sanchez, J. (2023, March 13). Automated accessibility testing: Advantages and pitfalls. Library Accessibility Alliance. <https://libraryaccessibility.org/events/automated-accessibility-testing-advantages-and-pitfalls>

Gaddam, S., Kroske, S., & Sanchez, J. (2023, March 9). Users first: Designing and developing a new library website that's usable, accessible, and inclusive. Designing for Digital, Austin, TX. <https://designingfordigital.com/2023-conference-program/>

Finkenbinder, K., Gaddam, S., & Sanchez, J. (2023, February 22). MSU libraries' accessibility first design & development practices. WebDev Cafe, East Lansing, MI.

Brandon, J., Finkenbinder, K., Gaddam, S., Kroske, S., Sanchez, J., & Vilag, S. (2023, January 9). MSU libraries' accessibility first design & development practices. Drupal birds of a feather flock together.

Gaddam, S. (2023, March 2). A handbook of ux research & design in libraries: Book report., East Lansing, MI. [https://docs.google.com/presentation/d/1cZfqCAvAsP8L4ZAJadX\\_1SyOGaIXmsCkkQTMHHzi5sq/edit?usp=sharing](https://docs.google.com/presentation/d/1cZfqCAvAsP8L4ZAJadX_1SyOGaIXmsCkkQTMHHzi5sq/edit?usp=sharing)

Mak, L., Higgins, D., Lorenzo, L., & Gaddam, S. (2021). What am I looking at: Contextualizing subject headings through linked open data. *College & Undergraduate Libraries*, 27(2-4), 435-451. Available at <http://dx.doi.org/10.1080/10691316.2021.1901634>

Gaddam, S. (2020, December 11). Little Cookbooks Collections. Retrieved from <https://youtu.be/lb25PMk9ldM>

Gaddam, S. (2020, November 14). ICPSR\_Presentation. Retrieved from <https://youtu.be/ICX9LpIHnPO>

Gaddam, S. (2020, November 6). INF7910\_DCW\_Rights\_Gaddam. Retrieved from <https://youtu.be/Lbszk5dMesw>

Tobais, C., Sattler, K., & Gaddam, S. Implementing a Search Result Set. BTAA Library Conference, Champaign, IL, 2018.

Kudzia, M., & Gaddam, S. Sub Theming in Drupal 7. MSU Libraries, East Lansing, MI, 2016.

## **Coding Contributions**

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Collaborative Community Review, a peer review platform for journal articles developed by the MSU Libraries' and College of Arts and Letters.

GitHub repository: <https://github.com/MESH-Research/CCR>

Sandhill, a digital repository platform developed at the MSU Libraries'. GitHub repository: <https://github.com/MSU-Libraries/sandhill>

MakeAtState, a PHP application used by MSU Library patrons and Hollander Makerspace staff to submit and process 3D printing, Vinyl printing, and Laser cutting jobs. <https://github.com/MSU-Libraries/MakeAtState>

## Memberships

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ALA Core Web Committee (Sep 2024 – present)

Digital Library Federation Organizing and review Committee (Jan 2024 – July 2024)

Faculty Affairs Committee MSU Libraries', East Lansing, MI (Aug 2023 – July 2024)

Diversity Advisory Committee MSU Libraries', East Lansing, MI (June 2023 – July 2024)

MSU Libraries Digital Accessibility Liaison (June 2023 – present)

Library Environmental Committee, MSU Libraries', East Lansing, MI (May 2018 – present)

Library Newsletter Committee, MSU Libraries', East Lansing, MI (May 2022– present)

## Awards

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MSU Libraries' Outstanding Unit Staff Award, MSU Libraries', East Lansing, MI (June 2024)

MSU Libraries' Staff Award, MSU Libraries', East Lansing, MI (June 2018)

## Other Projects & Portfolios

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### Ghost Gab App (Available on the iOS App Store)

GhostGab allows its members to stay anonymous and share their feelings. Users can choose to stay anonymous or can choose to reveal their identity through a guess option which their friends can participate and guess.

- Designed wireframes for the app using Sketch, Photoshop and Illustrator.
- Developed the application using Swift, Swift2 and Xcode for the iOS App Store.

## **Kelly Sattler's Quilt Collection**

Created Dublin Core metadata for approximately 20 quilts, took pictures, and created a digital repository for the items in the collection using Omeka.

Digital Repository: <https://sattlersquiltcollection.omeka.net/items/browse>

## **Portfolios**

iOS App GitHub Repository: <https://github.com/Sruthin86/GhostGab>

## **Game development projects**

<https://gamedev.msu.edu/trailblazers/>

<https://gamedev.msu.edu/dual-processors/>