# Anjali Devakumar

I am a 2nd-year Georgia Tech Master's student, Teaching & Research Assistant specializing in Human-Computer Interaction. My passion for Computing for Good and Psychology drives me to enable seamless and inclusive experiences. _Seeking Full Time UX Research roles._

🌐 anjalidevakumar.com ✉ adevakumar3@gatech.edu 📞 510-673-5297 in linkedin.com/in/anjali-devakumar/

## Skills

### UX Research

Usability Testing, Survey Design and Analysis, Interviews Observations, Card Sorts Heuristic Evaluation, Personas, Cognitive Walkthrough, Qualtrics, Competitive Analysis, Affinity Mapping, Experiment Design

### UX Design

HTML5/CSS3, Wireframes, Storyboards, InVision, Figma, Sketch, Adobe XD, Illustrator, Paper Prototyping, Balsamiq

### Programming Languages

Python, SQL (Postgres), MATLAB Javascript (React.js, Gatsby.js, D3.js)

### Software Engineering

Agile/Scrum Methodologies

## Accomplishments

### Georgia Tech Conference Travel Grant Recepient ('20)

1 of 10 students awarded a $1000 grant to attend CHI (Conference in Human Factors) in Honolulu, HI - impacted because of Covid

### Accessibility Design Speaker ('20)

Lightning talk presented at World Information Architecture Conference in Atlanta, GA about accessibility practices in user research.

### Senior Leadership Award ('19)

Awarded by UMass Alumni Assosciation to one senior in every college for exemplary leadership.

### Dean's Merit Award ('18)

One of 2 students selected by Computer Science Dean and faculty for outstanding academics.

## Education

**Georgia Institute of Technology, M.S. Human-Computer Interaction**
_Aug '19 - May '21. GPA: 4.0_

**UMass Amherst, B.S. Computer Science**, Psychology minor
_Sep '15 - May '19. GPA: 3.9 (Top 10% of class)_

## Experience

**Chewy | UX Research Internship**  _June '20 - Aug '20_

- Produced a best practice playbook for the process of conducting UXR studies with screen reader (low/no vision) users to inspire inclusive research practices. Conducted a screen reader review of existing tools and built research artifacts validated by accessibility experts for the UXR team to reference.
- Designed and deployed a survey with 100 participants that uncovered insights into the shopping journey for Veterinary authorized food at Chewy and competitors. Synthesized findings and reported recommendations to marketing stakeholders.

**NCR Kiosk Accessibility | UX Research**  _Aug '19 - Dec '19_

- Lead UX researcher on student team advised by NCR UX experts to design a self-checkout kiosk that is accessible for visually-impaired individuals.
- Recruited participants and facilitated interviews and usability testing with 8 users and 3 experts (sighted and impaired). Evaluated accessibility standards and planned all methods. Synthesized findings and presented recommendations to stakeholders.

**Convoy | UX Design and Research**  _Aug '19 - Dec '19_

- Developed low fidelity wireframes and user scenarios on a cross-functional team for mobile app + ring wearable that help women walking alone at night feel safer.
- Designed storyboards and prototypes with Sketch, selected research methods and evaluated design through usability testing.

## Academic Research

**Eating Disorder Reflection | UX Research**  _Aug '19 - Present_

- Research assistant on joint Georgia Tech and Lehigh University study to develop personal technologies that improve eating disorder patient therapy.
- Enhanced interview protocol for clinician and patient interviews; conducted literature review and competitive analysis for existing mental health apps. Authoring a review of existing eating disorder apps from a data visualization lens, expected to submit to ACM SIGCHI in September '20

### Teaching Assistantships _(GT undergrad CS classes)_

**Computing, Society and Professionalism (CS 4873)** _Jan '20 - Present_

**Intro to Cognitive Science (CS 3790)** _Aug '19 - Dec '19_