

Aiswarya Kolisetty

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Experience

Ford Motor Company R&D

User Experience Engineer

On contract from Kelly Services starting July 2014

Dearborn, MI

July 2013 - Present

- Designing driver-centric features using personas, storyboards, wireframes, and mockups
- Implementing front-end prototypes using HTML, CSS, JavaScript, JSON/XML, external APIs, cloud data
- Deploying prototypes in-vehicle using C# and C++ embedded frameworks
- Trying to make an individual impact at a large company

Internships.....

Scargo Inc.

User Experience Consultant

Waltham, MA

Feb - May 2013

- Conducted usability tests on the Scargo user interface
- Reported test results weekly and provided UI changes to the on-boarding and product experiences

Tesla Motors

Model S Systems Test Intern

Palo Alto, CA

May - August 2012

- Automated over 2 hours of manual testing for the weekly firmware release
- Wrote scripts in C to access the vehicle CAN network, perform tests, and report results
- *Usability Testing*
 - Performed internal usability tests on the Model S UI and wireframed new designs

Imec

Vehicle Design Intern

Leuven, Belgium

June-August 2011

- Created a concept vehicle, *Aura*, for young commuters in European cities
- Designed exterior, interior, and drivetrain specifications for *Aura*

Education

Franklin W. Olin College of Engineering

B.Sc Electrical and Computer Engineering, UX Design

GPA: 3.50

Needham, MA

2009 - 2013

Projects.....

Bringing 3D modeling into secondary education

Sept 2012 - May 2013

Engineering capstone project with Autodesk

- Designed *TechBits*, small design activities that empower students to move ideas into physical prototypes with CAD
- Delivered user research, 4 sample TechBits, framework to make a TechBit, usability testing results

Aging Research Group

Sept 2012 - May 2013

- Conducted usability experiments on the use of smart devices in the Baby Boomer generation
- Redesigned the UI for an iOS app helping aging adults with mild memory loss

BOWtie: A course planning tool for college

Sept - Dec 2011

Human Factors Interface Design class

- Designed *BOWtie* using user research, paper prototypes, heuristic evaluations, usability testing
- Built the interactive course-planning tool in HTML5, CSS, JavaScript, jQuery

Skills and Tools

Design: Balsamiq, Illustrator, Photoshop

Other: C#, C++, Python, Java, Objective-C (basic)

Front-end: HTML, CSS, JS, Bootstrap, AngularJS (basic)