# **Arvind Santhanam**

## **UX** Designer/ Developer



January - July 2016

June - July 2014

## Education

#### **Indiana University**

Indianapolis, IN/ 2016-18 (exp) Master of Human-Computer Interaction (GPA 3.9)

### **Amrita School of Engineering**

Coimbatore, India/ 2012-16 Bachelor of Computer Science

### Skills

#### **Formative**

Domain Analysis User Research/ Interviews Persona Development

#### Generative

Rapid ideation & Prototyping Sketching & Affinity Mapping

#### Summative

Contextual Inquiry & Interview Cognitive Walkthrough Heuristic Evaluation

#### **Design Process**

Define -> Ideate -> Sketch Design -> Test -> Develop

### Prototyping

Photoshop Invision & Powerpoint Marvel & Balsamiq

#### Development

HTML5/ CSS3/ AngularJS D3.js/ Groovy/ Java/ C++ Python/ Django/ Git MongoDB/ MySQL

#### Organizations

Interaction Design Foundation Experience Makers

#### Certifications

Transactional Analysis Java & Web Component development

#### Languages

English, Tamil (Fluent) Hindi (Basic)

## Professional Experience

### Intern User Experience Developer

Mu Sigma Inc/ Bangalore, India

Designed and developed a collaborative online platform for effective communication between heads of a retail venture, its suppliers, and consulting organization. Design responsibilities included formative data gathering, brainstorming, iterative prototyping and showcasing. Development was executed through python-django with angularjs.

#### Intern Software Developer

CSS Corp/ Chennai, India

Internship experience emphasized understanding software development strategies for completion of a Java based project through Agile methodology and Git version control.

## **UX Projects**

#### **Application Design Projects**

Personal input to the following projects involved contextual inquiry, interviews, observations, brainstorming, affinity mapping, sketching, prototyping & evaluation.

- 1. **UniTask** Self-learning mobile application that studies student work habits to help students manage their tasks and schedules.
- 2. **Ensemble** A mobile application which helps musicians connect, collaborate and socialize based on geographic and musical preferences.

#### Usability Evaluation Project - PactSafe, Inc

PactSafe's web application was improved by design suggestions provided through a usability report. The report was generated following a series of data gathering and usability evaluation techniques such as interviews, cognitive walkthrough, and heuristic evaluation to make the application more user-friendly to the target audience.

## Research Experience

#### Enhancing User Experience in a Public Environment

2017 - present

Indiana University/ Indianapolis, IN

Research focused on digitally communicating user preferences & information to public centers(hospitals, govt offices etc.) for people to receive personalized care and service.

#### Search Result Diversification in E-Lecture Systems

2013 - 2015

Amrita School of Engineering/Coimbatore, India

Research focused on implementing an student E-lecture system which provides query results that are unique in content, across heterogeneous domains, for greater throughput of information to the user. The system is currently in use by the university.

## **Volunteer Activity**

### Amrita School of Engineering/Coimbatore, India

'Human Attitudes Cause Unsustainability': Seminar conducted to school children over how human ignorance and apathy is detrimental to environmental sustainability. Participated in city-wide cleanup drive.

#### Siruthuli(NGO)/ Coimbatore, India

Content management of digital and physical publications. Created organization for NGO's contacts. Took part in project estimating green cover of the city.