

Asmi Joshi

4231 8th Ave NE Apt. H • Seattle, WA 98105 • 202-716-9666 • asmij@uw.edu •
www.students.washington.edu/asmij

Education

University of Washington, Seattle

Master of Science, Human Centered Design and Engineering
GPA: 3.65/4.0

Expected Graduation Date: June 2013

University of Maryland, College Park

Bachelor of Science, Computer Science

May, 2011

Quality Enhancement Systems and Teams (QUEST) Honors Program

August, 2008 – May, 2011

- 1 of 56 students selected to be in a multidisciplinary, reality-centered program that focuses on innovation, quality systems management, and teamwork

Experience

Project with General UI, User Centered Design

September, 2011 – December, 2011

- Designing an iPad magazine app as part of User Centered Design class group project
- Conducted user research – Designed and distributed a survey, interviewed potential users of the app
- Did user analysis – Created affinity diagrams, and extracted personas from research
- Created preliminary design sketches based on user analysis
- Developed a high fidelity prototype to test out design features we implemented

Human-Computer Interaction Lab (HCIL), iSchool, UMD

September, 2010 – May, 2010

Undergraduate Researcher

- Individual Project:
 - Designed a tool for non-verbal, music-based expression in an online social network
 - Created a high fidelity prototype using Adobe Flex
 - Did user testing with Kidsteam (intergenerational design team)
 - Submitted a paper on observations, which was accepted to IDC 2011
- Involved in design activities – Bags of Stuff, Paper prototypes, informal design evaluations

QUEST Capstone Project, Integrity Consulting

September, 2010 – December, 2010

- Designed a web platform targeted towards professionals in emergency management planning
- Conducted user research – Interviewed members of the organization
- Created mock ups of the system in PowerPoint
- Developed a process flow for the platform
- Created a requirements matrix to assist developers in the implementation of the mock ups created

Department of Computer Science, UMD

August, 2009 – December, 2009

Undergraduate Teaching Assistant, Discrete Structures for Dr. Don Perlis

- Held office hours to assist students with problems regarding course work
- Graded homework assignments and exams
- Participated in designing exams and homework assignments

Papers

Joshi, A. Walsh, G. (2011). Tooter: Designing a Musical Expression Tool for use in Social Networks. In Proceedings of the 10th International Conference on Interaction Design and Children.

Skills

Programming Languages: Java, C, ActionScript, HTML, CSS, JavaScript, SQL, C++, Ruby
Software: MS Office, Adobe Flex, Adobe Premiere, Eclipse
Platforms: Mac OSX, Windows, Linux