

# Asmi Joshi

asmijoshi@gmail.com • 202-716-9666 • www.asmijoshi.com

## Education

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### University of Washington, Seattle

Master of Science, Human Centered Design and Engineering  
GPA: 3.72/4.0

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

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### Seattle Central Community College Usability Study

January, 2012 – March, 2012

- Designed a usability study for the SCCC website
- Created tasks and accompanying documents (questionnaires, etc.) for the study
- Analyzed data from the study and developed prioritized recommendations for the website redesign

### 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 implementation

## Papers

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

## Skills

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