

Karthik Venkataraman Meenaakshisundaram

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Objective

A User Experience designer trying to resolve problems and design solutions that benefit the humanity as they navigate through physical and digital spaces with time.

Skills & Abilities

- **UX & Interaction Design** - User Interface Design (Wireframing & Prototyping), User Research, Accessibility, Content Strategy, Information Architecture, UX Writing, User Testing, Design Systems, Quantitative and Qualitative Analysis
- **Development** - Front-end Development, Web Content Accessibility Guidelines-WCAG, REST APIs, WebGL & 3D graphics (Beginner)
- **Visual Design**- Illustrations, Iconography, Branding, Motion Graphics, 3D Design (Beginner)
- **Creative** - Photography, Cinematography, Video Editing, 3D printing
- **Languages** - English (Full Proficiency), Swedish (Elementary Proficiency, In Progress), Tamil (Full Proficiency), Telugu (Native)

Experience

Research Intern - Uppsala University, Sweden

August 2022 - Present

Interning as a researcher in the [Interactive Machine Learning for Personalised Physical Training](#) project funded by the Swedish Research Council and led by Professor Annika Waern, Uppsala University.

In this project, the project team investigate how machine learning can support the personalisation of out-of-clinic physical training. The researchers combine current research into open-ended tools for instructed physical training, with approaches to interactive machine learning to make tools adaptable to the individual.

During my internship period, I am responsible for researching, prototyping, and fabricating wearables with sensors that can collect the needed data and empower the interactive ML model to provide guidance and better feedback. Will also be conducting user testing sessions to validate the designs and improve them.

UX/UI Designer — Warpin Media, Sweden

March 2022 — Present

Designing and evaluating immersive tech solutions like AR & VR developed for various projects and clients of [Warpin Media](#).

My roles and responsibilities include:

- Evaluating extended reality (XR) applications and improving the UX aspect of it.
- Streamlining the XR app development lifecycle by creating a generic framework for the quality assurance of the projects. Primarily focusing on usability, accessibility, and user testing aspects.
- Designing UI assets for XR apps and drafting UI/visual style guide for best practices and standardization.

Web Designer — Zoho Corporation, India

July 2017 — July 2021

All things design at Site24x7, the performance monitoring solution for DevOps and IT Operations from [Zoho Corporation](#).

Worked on product and UX for,

- [Site24x7](#) (All-in-one monitoring tool)
- [StatusIQ](#) (Hosted status pages and incident communication tool)
- [Site24x7 Tools](#) (Free tools for Network, DevOps, and Site Reliability Engineers)

My roles and responsibilities include:

- Worked closely with product managers and got involved during the entire development lifecycle.
- Designed scalable, responsive, accessible products and web pages used by 10,000+ customers every day.
- Developed high performing front end experiences.
- Wrote UX copy for the product to convey contextual meaning to the users.
- Crafted style guides and patterns, including pixel-perfect icon sets.
- Sketched illustrations for blogs, web pages, and marketing materials.

Education

Master's in Human-Computer Interaction – Uppsala University, Sweden 2021 – Present

An academically oriented program focuses on foundational concepts of HCI research, design methodologies, evaluation strategies, future interfaces, etc.

B.Tech Information & Communication Technology– SASTRA University, India 2013 – 2017

ICT is a confluence of IT and ECE disciplines. During the course, we got exposed to the basics of IT, Electronic Communication, Big Data, Data Mining, and AI.

Achievements & Honors

- Winner of the Customer Experience Category and Finalist of Reply Creative Challenge 2022
- Won 3rd place in "Rapid UX Challenge" conducted by Topcoder and Madrasters (Creative community, based in Chennai).
- Organised and conducted "MadDesign25", a 25-day online design challenge by Madrasters. More than 100+ designers, illustrators and artists participated in the project.
- Led the cultural team of SASTRA University and won "The Best Performing college" overall championship trophy in various intercollegiate cultural events.
- Won various prizes for Photography and Cinematography in intercollegiate events and filmmaking competitions

Leadership

- Joint Managing Trustee, [Jatayu Charitable Trust](#) - May 2020 - July 2021
- Core Team Member, [Madrasters](#) - Creative Community - November 2018 - Present
- Overall Cultural Coordinator (OCC), [Kuruksastra](#) - Cultural festival of SASTRA University - April 2016 - April 2017