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KEERTHANA SRIDHAR
Full stack UX Desginer

EDUCATION

University of Maryland, Baltimore
Class of 2018
M.S in Human Centered Computing

BMS Institute of technology,Bangalore,India
Class of 2015
B.E in Computer Science

SKILLS

Design

Sketch
Adobe Illustrator
Adobe premier pro
Adobe after effects
Adobe Indesign
Adobe Dreamweaver
AxureRP
Invison
Framer.js
Origami
Figma

Research

Heuristic Evaluation
Think-aloud & Interviews
Concept Mapping
Competitive Analysis
Affinity Diagrams
Usability research and Analysis
Storyboarding & Visioning
Information Architecture
Machine Learning
Affective Computing

Programming

HTML + CSS
Javascript, JQuery
P5.js
AngularJS
D3.js

COURSEWORK

Human-Centered Desgin
Graphic Design for Interactive systems
Structured Systems Analysis and Design
User Interface Prototyping and Development
Developing Interfaces for Rehabilitation
Affective Computing

EXPERIENCE

RealityAI - Artificial Intelligence Startup
UI/UX Intern
Columbia Maryland, Jun 2017 - Present
- Designed interfaces allowing users to quickly and intuitively develop and interact with signal processing and artificial intelligence modules.
- Worked with team of engineers and clients to translate user stories into production ready features such as anomaly detection and classification.
- Created visualization of the results from the machine learning algorithm and aided interpretation of the results of classifiers and detectors.
- Designed and assisted to build the workflow that allows users to interact with custom hardware in order to facilitate data acquisition.

UMBC-Modern Languages, Linguistics & Intercultural communication
Designer
Baltimore, Feb 2016 - May 2016
- Designed and built a concordance tool used to search keywords for journal references for students and faculty usage.Built using php, HTML, JavaScript.

Oracle Financial Services Software
Associate Consultant-Eastern Europe group
Bangalore,India. Nov 2015 - Aug 2016
- Designed and assisted to build user interface for the Flexcube banking software using the Rapid application develpement tool for building web, mobile, desktop, and server-based applications for both on premise and cloud environments.

PROJECTS

Health bloom App - Kennedy Krieger Institute
UX Research and Design
UMBC, Aug 2017 - Dec 2017
- Designed an accessesible application for Kennedy Krieger Institute to assist autistic children to self advocate for health and emotions.
- Techniques used such as User interviews, pilot testing of the product, prototyping, wireframming along with hueristic evaluation.

CreateArtsCenter.org
Usability Evaluation and Interaction Design
UMBC, Feb 2017 - May 2017
- Identified usability problems faced by the user, collected quantitative data on user's performance using methods such as Competitive analysis, Requirement gathering, User research , Task analysis and Heuristic Evaluation.
- Redesigned based on the problems to make it more marketable to the clients.

Concept design - Infinity Gauntlet
User Interface Prototyping and Conceptual Design
UMBC, Feb 2017 - May 2017
- Designed and conceptualised a user interface structure for the infinite gauntlet and enabled the mode of use undergoing.
- Design techniques such as Mind mapping, Story boarding, Wireframing and Prototyping.