Vineeth Koodali-Edam

vineethedam.com | 540-235-2955 | vke@vt.edu

Work Experience

Current

Graduate Assistant at Virginia Tech, Blacksburg

Designed an experimental study to understand the cognitive advantage of sketching and shape design in Augmented Reality (AR). Designed and developed a test-bed (app) on Microsoft HoloLens to study sketching and shape design in AR. Also, designed the interaction techniques for the test-bed. Conducted a quasi-empirical user study to evaluate the application. Expertise in 3D Math, ergonomic evaluation, design of experiments, Unity3D, and C# scripting; and capable of prototyping and evaluating an AR application. Future goal is to publish the test-bed to the Microsoft Store for HoloLens Apps

Jan-Jul 2016

Consultant at Georgia IT, Cochin

Designed a data intensive web application. Gained expertise in charting JavaScript frameworks, such as ChartJS, eChart.JS, and D3.JS. Developed high quality client code leveraging Polymer.JS. Helped in the technology stack selection for web application development. Conducted user interviews to understand the usage and deployment of the ServiceNow platform. Conducted UX research by analyzing work data using Affinity Diagrams, Hierarchical Task Analysis, and Flow Models. Designed prototypes using Axure RP.

Oct 2014-May 2015

Senior Software Engineer at 3DPLM Software Solutions Limited, Pune

Leveraged web component paradigm (Google Polymer) for the web user interface development. Conducted contextual inquiry and UX research, including user interviews and literature reviews. Prototyped web interfaces using Balsamiq; and reviewed design with the project stakeholder. Conducted a usability test using the rigorous empirical evaluation technique.

Apr 2014-Sep 2014

Senior Software Engineer at Geometric Limited, Providence

Created initial version of the Simulation Asset Management (ASG). Facilitated data management, orchestration and knowledge capture needs of the simulation analyst role. Developed server side data model and infrastructure for the 3DEXPERIENCE PLM platform.

Apr 2012-Apr 2014

Senior Software Engineer at 3DPLM Software Solutions Limited, Pune

Enhancement and maintenance of the Simulation Lifecycle Management (SLM) suite of products.Server side development using Core Java, and ENOVIA V6 ADK. Loaded and cleansed legacy PLM data using TCL and MQL scripts.

Aug 2010-Apr 2012

Software Engineer at 3DPLM Software Solutions Limited, Pune

Development of the Simulation Lifecycle Management (SLM) product homepage using the ENOVIA Structure Browser. Enhanced ENOVIA Structure Browser by adding a contextual menu (V6 R2014x). Enhanced legacy JSP pages to HTML5 standards.

Skills

AR Device:	Microsoft HoloLens
Programming:	Java, JS, C++, C#, HTML5, CSS3, LESS
3D Modeling:	Onshape, SolidWorks, NTopology, Rhino 3D
Game Engine:	Unity 3D
Design Production:	Axure RP, Balasmiq
Statistical Analysis:	SAS JMP
Web Frameworks:	AngularJS, Polymer
UX:	User Research, Wire framing, Interaction Design

Education

2016-2018	MS in Human Factors, **Virginia Tech**, Blacksburg Advisor: Dr. Joseph Gabbard GPA: 3.8/4
2006-2010	BS in Production Engineering, **University of Calicut**, Calicut Advisor: Dr. Satish K.P GPA: 77.89/100

Honors and Awards

Apr 2017	2nd place at Health Care AppJam Contest
Apr 2015	Delivery Excellence Award
2012 - 2014	Star Performer Award – Financial Year
Aug 2011	Individual Excellence Award
Oct 2010	Honors Student

Journal Publication

George, L.P, Koodali Edam, V.K., and Kumar, K. (2013) A Statistical Approach For Kerf Characteristics Prediction In Abrasive Water Jet Machining. TIST International Journal for Science, Technology and Research Vol. 2 No.2 TIST Jan. - Dec. 2013

References

Dr. Joseph Gabbard
Associate Professor
jgabbard@vt.edu
Virginia Tech, Blacksburg, VA

Ravi Dasari
Development Manager
rvi@3ds.com
Dassault Systemes, Providence, RI