Kusum Ijari

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Education

M.S in Human Systems Engineering   *Graduated:* **May 2019**
Arizona State University, Tempe, Arizona   GPA: 4.0
Thesis: Understanding the effect of animated microinteractions and
it's speed on user enjoyment.

B.E in Computer Science   *Graduated:* **May 2015**
New Horizon College of Engineering, Bangalore, India   GPA: 3.7

Experience

Luminosity Lab, ASU | UX Designer   *Mar 2018 - Present | Tempe, Arizona*

ShipShape(Ongoing) - A gamification project to educate people in supply chain
management skills in developing countries.
- Gamifying and designing wireframes for 3 technical supply chain concepts.
- Conducting and organizing iterative usability testing sessions.
- Designing reward system, games and level structure, storyline and difficulty
management of the game.
- Collaborating with a design team, professors, managers, writers and developers.

Ceryx(Ongoing) - Improving storage of and interaction with medical records in clinics.
- Conducting user interviews with medical scribes and assistants to understand
current systems and pain points.
- Built customer journeys to analyze current systems and find pain points.
- Leading and mentoring a design team of 2, and communicating with developers,
managers and users.
- Conducting brainstorming sessions with designers, users, subject matter experts.

SolarSPELL, ASU | UX Design Intern   *Jun 2018 - Jul 2018| Tempe, Arizona*

Digital Library Management System - A platform to upload, approve and organize files
for digital libraries.
- Studied existing manual process of managing files and conducting task analysis in
order to produce a seamless digital process reducing task completion time from a week
to a few hours.

ThoughtWorks | Application Developer   *Aug 2015 - Jul 2017 | Bangalore, India*

Operational Insights - A web application for analysis and visualization of operational
data of ThoughtWorks for the leadership team.
- Took part in User Interviews for upcoming features.
- Collaborated with team's Lead UX and developers to verify feasibility of prototypes.

Skills and Tools

User Interviews, Wireframing, Prototyping, Interaction Design, Motion Design, Usability
Testing, Persona, Heuristic Evaluation, User Journey Maps, HTML/CSS, Javascript

Sketch, InVision, Axure, Flinto, Figma, Adobe XD