

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, Usability Testing, Persona, Heuristic Evaluation, User Journey Maps, Affinity Mapping, HTML/CSS, Javascript

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