Mahitha Kalyani

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Projects

IIIT-D Mobile (Guide: Ponnurangam Kumaraguru)
- Contributed to the design and development of a mobile android app for IIIT-Delhi students.
- The app includes features like course selection, directory, food joints, etc.
- Conducted contextual inquiries and worked on prototyping and development of app.

DoodleMate (Guide: Pushpendra Singh)
- An android chatting app that uses a drawing canvas as a mode of communication.
- It has features like meme generation, stickers and a canvas to draw or write on.
- Contributed to the design and code of the app.

Skills

Programming Languages - C, C++, Java, Python, HTML, CSS, JavaScript, Ruby, Rails, Java Server Faces

Tools & Technologies - Android Studio, RubyMine, Code Blocks, NetBeans, Eclipse, Flash Builder, AutoCAD, Gimp, 3ds Max, Photoshop, Proto.io, Illustrator

Education

University of Maryland, College Park
May, 2020 (Expected)

Masters in Human-Computer Interaction
GPA: NA

Indraprastha Institute of Information Technology, Delhi
May, 2017

Bachelor of Technology, Computer Science & Engineering
CGPA: 7.18/10

Work History

UX Researcher & Designer at Digital Curation and Innovation Center, Sep, 2018 - Present
- Working under a project called Human Face of Big Data that aims to build big data platforms to archive documents about urban renewal projects from 1970s.
- Working as a UX researcher doing qualitative analysis of sensitive user data and creating a digital interface complying with VSD.

Software Design Engineer at Newgen Software Technologies Jun, 2017 – Jul, 2018
- Worked on a project called OmniRules (Business Rules Management System) within a team of 5.
- Developed new features based on internal research and requirements of clients.
- Interacted with clients and provide support for issues regarding OmniRules.
- Was awarded with a half-yearly Excellence Award for exceptional performance.

Internship at Media Lab Asia
Jun, 2016 - Jul, 2016

- Contributed to the code for a desktop app that aims at benefiting weavers by allowing them to design their end products on the app before weaving.
- Worked as a part of the tech team on technologies like flashbuilder and Java.