Manikandan Kandadai Venkatesh

UX Designer   *Interaction Designer*   *Creative Coder*

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EDUCATION

UNIVERSITY OF MICHIGAN SCHOOL OF INFORMATION
MASTER OF SCIENCE IN INFORMATION - HUMAN COMPUTER INTERACTION
April 2018

B.S.ABDUR RAHMAN UNIVERSITY
BACHELOR OF TECHNOLOGY - ELECTRONICS AND COMMUNICATIONS ENGINEERING
Oct 2014

WORK

UNIVERSITY OF MICHIGAN - COLLEGE OF LSA [Consultant]
Lead a Design project for a Faculty in UM Comparative Literatures that allows users to explore non-linear fiction like a gameplay
Sept 2016 - Present

UNIVERSITY OF MICHIGAN INFORMATION INTERACTION LAB [IxD Research Volunteer]
Designed and implemented a functional prototype of a voice activated photo-capture system using Microsoft XBox Kinect for use in Meetings and other brainstorming sessions.
Sept 2016 - Present

ERNST AND YOUNG LLP [Cyber Security Analyst]
- Lead Designer for a client dashboard tool at EY Security Operations Center, Chennai
- Designed and developed a web application for Internal Audit team to automate data collection from ERP systems, improving their efficiency by 75%.

July 2014 - July 2016

PROJECTS

RAKSHAA / *Interaction Design*
Designed and Prototyped the Interactions of a Mobile Application to foster Women safety, Civic engagement and social responsibility of women in India.

MODULAR MUSICAL INSTRUMENTS / *Tangible Interactions*
Evaluated the UX of generating digital music in smartphones by retaining the affordance of a traditional instruments through external modular attachments to the smartphones.

VR GAME CONTROLLER / *Experience and Interaction Design*
Developed a functional prototype to study the Interaction Design of a VR game controlled by hand gestures. The prototype was developed using Xbox and Google VR SDK.

CONTEXTUAL INQUIRY / *UX Research and Info Architecture*
Conducted Contetxual Interviews and created Affinity Wall to identify problems affecting the client's fundraising efforts.

SKILLS

DESIGN & RESEARCH:
Brainstorming, Personas, Scenarios, Storyboarding, Contextual Inquiry, Affinity mapping, Whiteboarding, Needs finding, Heuristic evaluation, Usability testing, Interviews, Surveys, Focus groups.

PROTOTYPE:
Sketch, Illustrator, Photoshop, Balsamiq, Axure, Proto.io, Principle, Pixate, Origami, Marvel, InVision, HTML5, CSS3, JS, Paper prototyping, Sketching, MaxMSP, Arduino, Raspberry PI, Python.

AWARDS AND RECOGNITION

EY TEAM EXCELLERATOR   May 2016
Awarded as a recognition for individual contribution in a team for a client project.

INVITED TALK   Oct 2016
Topic: Critical Design
Delivered a lightning talk about the ideation and making of Emote-Glove to the MISC Research Group at the University of Michigan, Ann Arbor.

MERIT SCHOLARSHIP
Funded academic merit scholarship for Undergraduate Engineering program

RELEVANT COURSES

Introduction to Interaction Design
Fundamentals of Human Behavior
Contextual Inquiry and Needs Assessment
Engineering Applications on Media Technologies

LINKED IN

https://www.linkedin.com/in/kvmani

PORTFOLIO

http://www.manikandan-k-v.com