



# Manikandan Kandadai Venkatesh

UX Designer

Interaction Designer

Product Designer

✉ kvmani@umich.edu

☎ (734) 846 1196

🌐 manikandan-k-v.com

## EDUCATION

**UNIVERSITY OF MICHIGAN SCHOOL OF INFORMATION**  
Master of Science in Information - Human Computer  
Interaction (HCI) - Apr. 2018  
GPA - 3.92

**B.S.ABDUR RAHMAN UNIVERSITY**  
Bachelor of Technology - Electronics and Communications  
Engineering - Oct. 2014  
GPA - 8.9/10

## WORK

**UNIVERSITY OF MICHIGAN - SCHOOL OF LITERATURE,  
SCIENCE AND THE ARTS (LSA) | Consultant**

- Lead Designer for faculty research projects at LSA.
- Scoping and facilitating brainstorm sessions with faculty
- Interaction Designer and Front-end Developer for LSA IT.

Sept 2016 - Present

**ERNST AND YOUNG LLP, Chennai | Senior Risk Analyst**

- Facilitated Design Thinking sessions at the Innovation Center of EY with Service Line Partners.
- Lead Designer for a client dashboard tool at EY Security Operations Center.
- UX/UI Engineer for Innovation Center at EY.

July 2014 - July 2016

**UNIVERSITY OF MICHIGAN INFORMATION  
INTERACTION LAB**

- Interaction Design Researcher and Rapid Prototyper for speech based interactions using Microsoft Xbox Kinect

Sept 2016 - Dec 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 INSTRUMENTS / Tangible Interactions**

Evaluated the UX of generating digital music in smartphones by prototyping interactive tangible modules as external attachments to the smartphones.

**VR GAME CONTROLLER / UX and IxD Design**

Developed a functional prototype to study the Interaction Design of a VR game, controlled by hand gestures. The prototype was developed using Kinect and Google VR SDK.

## RELEVANT COURSES

Introduction to Interaction Design  
Fundamentals of Human Behavior  
Contextual Inquiry and Needs Assessment  
Integrated Product Development  
Usability Testing and Evaluations  
Information Architecture

## 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, Framer, Flinto, InVision, HTML5, CSS3, JS, Paper prototyping, Sketching, Arduino, RaspberryPI, Python.

## AWARDS AND RECOGNITION

### EY TEAM EXCELLERATOR

Awarded as a recognition for individual contribution in a team on a Client project.

May 2016

### INVITED TALK

Topic: Critical Design

Delivered a lightning talk about the process of critical making at the MISC Research Group - University of Michigan, Ann Arbor.

Oct 2016

### MERIT SCHOLARSHIP

Funded academic merit scholarship for Undergraduate Engineering program

## LINKED IN

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

## PORTFOLIO

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