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 (HCI)
April 2018

B.S.ABDUR RAHMAN UNIVERSITY
Bachelor of Technology - Electronics and Communications Engineering
Oct 2014

WORK

UNIVERSITY OF MICHIGAN - SCHOOL OF LSA
- Lead Designer for faculty projects in school of LSA
- Designer and Front-end Developer for LSA IT.
  Sept 2016 - Present

UNIVERSITY OF MICHIGAN INFORMATION INTERACTION LAB
- Interaction Design Researcher and Rapid Prototyper for speech based interactions using Microsoft Xbox Kinect
  Sept 2016 - Dec 2016

ERNST AND YOUNG LLP
- Lead Designer for a client dashboard tool at EY Security Operations Center, Chennai
- Improved the efficiency of Internal Audit by 75% by designing a client-deployable web application for Information Retrieval from ERP systems.
  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 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 Xbox and Google VR SDK.

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

RELEVANT COURSES

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

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

INVITED TALK
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.
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