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 in Microsoft XBox Kinect used in Meetings and other brainstorming sessions.
Sept 2016 - Present

ERNST AND YOUNG LLP [Cyber Security Analyst]
Designed and developed an interactive realtime performance analysis dashboard for EY Security Operations Center in Chennai. The platform was coded using PHP and d3.js
July 2014 - July 2016

PROJECTS

RAKSHAA / *Interaction Design*
Designed and Prototyped the Interactions of a Mobile Application to foster Safety, Civic Engagement and Social responsibility for women in India

MODULAR MUSICAL INSTRUMENTS / *Tangible Interactions*
Evaluated the User Experience of generating digital music in smartphones by retaining the affordance of a traditional instruments attached as modules to the smartphones.

VR GAME CONTROLLER / *Experience and Interaction Design*
Using Microsoft Xbox Kinect to track motion and control a virtual reality game developed in Unity and Google Cardboard SDK using hand gestures.

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 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