Manikandan Kandadai Venkatesh

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WORK & RESEARCH

The Designers of Interactive, Intelligent, Internet of Things (DoIIIT) Lab - UM | Research Assistant

Assisting a PhD candidate in creating a soundscape composition tabletop tool to enhance imaginative storytelling with tangible objects.

Jan 2017 - Present

University of Michigan College of Literature, Science, and the Arts (LSA) | Consultant

Lead Designer and Rapid Prototyper for LSA faculty research projects and LSA Information Technology Services

Sept 2016 - Present

University of Michigan Information Interaction Lab (MI2) | Research Assistant

UX Researcher in computer vision and voice based interactions with Kinect v2.

Sept 2016 - Dec 2016

Ernst and Young LLP, Chennai, IN | Senior Analyst

- Designer and Developer for EY Innovation center and EY Security Operations center.
- Facilitated Design thinking with Partners and Managers.

July 2015 - July 2016

Ernst and Young LLP, Chennai, IN | Analyst

Performed manual and automated vulnerability analysis and penetration testing activities.

July 2014 - July 2015

Simple Labs, Chennai, IN | Intern

Technologist/maker/tutor of creative coding using hardware prototyping platform (Arduino).

Summer 2013

PROJECTS

Olegoru:
Using Openframeworks to detect tangible objects on tabletop surfaces for digital storytelling.

2017

KinectVR Game:
Designed and developed an Android mobile VR game controlled by hand gestures tracked using microsoft kinect.

2016

Tangible Modular Instruments:
Intervention of digital music creation on smartphones by prototyping tangible modules that augments the affordance of traditional instruments on digital devices.

2016

Bionic Arm:
An exoskeleton wearable around the wrist to navigate a robotic car in inaccessible locations.

2014

EDUCATION

University of Michigan School of Information | Ann Arbor, MI

Master of Science in Information - Human Computer Interaction (HCI)
GPA - 3.92

B.S.Abdur Rahman University | Chennai, India

Bachelor of Technology - Electronics and Communications Engineering
GPA - 8.9

SKILLS

Creative Coding:
Openframeworks, Processing, MaxMSP, Python, C++.

Web Dev:
HTML, CSS, Javascript, PHP

Design & Prototyping:
Sketch, Principle, Illustrator, Origami, Flinto, Framer.js, Proto.io, Invision, Arduino, RaspberryPI.

UX Methods:
Brainstorming, Personas, Interviews, Storyboarding, Affinity Mapping, Usability Testing, Focus groups, Need finding.

LEADERSHIP AND AWARDS

EY Excellerator Award | 2016
Winners - Madras Mossaic (EY Cultural Event) | 2015
Ey Mentorship Program | 2015
President Robotics Club | 2012-2014
Captain Cricket Team | 2010

LINKED IN

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