



Manikandan Kandadai Venkatesh

UX Designer

Interaction Designer

Product Designer

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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.
- Performed penetration testing activities on client IT Infrastructures.

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.

EY - MIST Portal / UX/UI Engineer

Lead Designer and Frontend Developer of the client facing dashboard for EY Security Operations Center.

G2 Crowd / User Experience Research and Evaluation

Conducting usability tests, interviews(user and stakeholder) and Surveys to evaluate the UX of the Client's website.

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, 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>