



# 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 Designer for faculty projects at the college of LSA.  
Sept 2016 - Present

UNIVERSITY OF MICHIGAN INFORMATION INTERACTION  
LAB [IxD Research Volunteer]  
Researched and implemented a functional prototype of a  
voice activated photo-capture system using Microsoft XBox  
Kinect for use in Meetings and other brainstorming sessions.  
Sept 2016 - Dec 2016

ERNST AND YOUNG LLP [Cyber Security Analyst]  

- Lead Designer for a client dashboard tool at EY  
Security Operations Center, Chennai
- Designed and developed a web application for  
Internal Audit team to automate data collection from  
ERP systems, improving their efficiency by 75%.

  
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 MUSICAL 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 / *Experience and Interaction 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 Architecture*  
Conducted Contextual 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 lightning 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>