# Megha Sandesh

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## EXPERIENCE

### Midtown Media — May 2012 - Aug 2012

**Student Standards Tutorial (SST)**

- Interactive learning web application with a user-base expected to be around 1 million students, panning across middle school to university
- Developed a generic keyboard drag and drop framework, written in Javascript in order to facilitate accessibility
- Activites implemented:

a) Venn diagram – Dragging and dropping labels into different regions of the diagram, which would then be stored in local storage and used to validate the response.

b) Spreadsheet – An activity aimed at educating users about topics like economics and profit/loss. Users can input values in input boxes, which update dynamically via Knockout, similar to Microsoft Excel.

- Improved response time of Venn activity on the iPad by 50%.

**AquaMobile**

- Design and development of a mobile-web application for retrieving and recording data about fisheries.
- Reduced start-up time from 2.5 seconds to 1 second.
- Developed the following modules

i) Google Maps Interface with interactive KML overlays
ii) Real time Weather and Tide Display from Weather-Underground API.
iii) Status/Sample Update Interface – The user is able to record data, such as status of fisheries and samples. If there is no internet connection, data is stored in local storage and sent to the server when the a connection is available.

### Philips — Jul 2010 - Nov 2010

- Quality Assurance of Pinnacle, a software system which enables oncologists to plan radiation therapy for cancer patients.
- Successfully isolated 10 bugs/issues in the UI and workflow and submitted for further review.

### Georgia Tech — Jan 2012 - present

- Assistant to Dr. Jim Foley for Information Visualization undergraduate course.
- Conducted practicums on D3 and Processing
- Advisement on projects and Assignments

## EDUCATION

### Georgia Institute of Technology

M.S in Computer Science-Human Computer Interaction

**GPA:** 3.71 Graduation Date: May 2013

### Visvesvaraya Technological University

Bachelor of Engineering in Information Science, July 2010

**Percentage:** 80.2%

## PROJECTS

### Planck

- Design and development of a visualization system to visualize data on tabletop computers.
- Interaction with the system is achieved by using tangible real world objects which can be configured for a variety of functions.
- Developed a number of novel user inputs, such as

i) Rotating dials to cycle through time and vary intensity.
ii) Using 2 tangible objects to control zooming and panning of X and Y axes independently.

### Fitness Wars

- Design and development of a web application + iPhone application to motivate people to work out through team involvement, challenges, friendly competition and incentives.
- 85% of people were excited to use and recommend the app during user testing.

### 3D GeM

- Successful implementation of a configurable system to detect a set of gestures to select, grab and open books from a 3D virtual bookshelf.

### Foster Care Relocation

- GIS system based on Google maps for efficient relocation of foster care children
- Ability to configure parameters such as distance, gender, therapeutic needs and generate reports

### Social Search and Health

- Project with Emory Predictive Health Institute to connect doctors and patients to enable proactive health monitoring
- Design and development of a web application to enable asynchronous messaging and archiving of communications between doctors and patients.
- Addition of a visualization interface to present health data

### ACADEMIC PAPER

Recognizing Water-Based Activities in the Home Through Infrastructure-Mediated Sensing

## ACTIVITIES

- M.S Representative for Graduate Student Council
- Organized College of Computing picnic

## SKILLS

### UX Design

HTML5 | CSS3 | Javascript | Architecture | Visualization | User Research

Adobe Flash, Fireworks, Dreamweaver, JQuery, Knockout.js Balsamiq, D3, Phonegap

### Programming

C, C++, C#, Java, PHP, Actionscript