Kriti Nelavelli

Design + Build

/in/kritinelavelli

kritinelavelli.com

kritinelavelli@gmail.com

User Experience Engineering Intern
May 2017 - Aug 2017

Google

Worked with a team of UX Engineers and Designers to design and prototype a tool for the Google Cloud Platform, based on research recommendations. Lead user studies and design sessions. Collaborated with stakeholders to plan for various short term and long term features as well as took ownership of the development of several features of the working prototype.

MS in Human Computer Interaction
Aug 2016 - May 2018
(expected)

Georgia Institute of Technology

GPA: 4.0

Graduate Teaching Assistant
Jan 2017 - May 2017

Georgia Institute of Technology

Graduate course CS 8803 ⧉
Data Visualization: Principles and Applications

User Experience Engineer
Jul 2014 - Oct 2015

Microsoft

Worked with a team of UX Designers and Engineers to build a one-stop portal for developers to download UI components that follow strict UI guidelines used uniformly across Microsoft IT applications.

Software Engineer

Microsoft

Worked with a team of Software Developers and PMs to create and maintain WCF and Azure REST Services for a Master Data Management System. Developed services for bulk and single-row data manipulation operations.

Software Engineering Intern
May 2013 - Jul 2013

Microsoft

Lead a team in the design and development of a Windows Phone 8 app that remotely triggers the execution of a Visual Studio Test Project using a WCF service. Also designed and developed the User Interface of the application.

BE in Computer Science and Engineering
Jul 2010 - May 2014

Amrita School of Engineering

GPA: 3.74

Research Skills

User Interviews
Focus Groups
Contextual Inquiry
Heuristic Evaluation
Cognitive Walkthrough

Design Skills

Storyboarding
Persona design
Wireframing
UI Design
Paper Prototyping
Hardware Prototyping

Software

Sketch
Illustrator
Photoshop
Unity

Technology

HTML5, CSS
JavaScript
C, C++, C#
MySQL
Web Components

Interests

Data Visualization
Ubiquitous Computing
Hardware Prototyping
Modular Design
Game Design