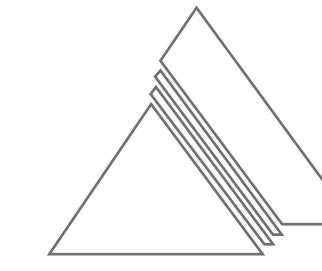


Anantha
Chickanayakanahalli



Product & New
Media Designer

I am Anantha. I love working with **data, graphics and problem solving**.

I have evolved in my career from designing educational tools to web products and to now new media and extended reality experiences.

When designing products
experiences, I believe in asking
right all the questions.

We are dealing with more copious information streams today than we had yesterday. Getting to the key data that matters is at the heart of interaction design and is what makes me do what I do. I'm drawn to creating solutions that delight not just our clients but us as product developers and designers.

I am passionate about language, context and artificial general intelligence. When I am not punching away keys or moving things with my mouse, I can be found listening to audio books or binging tv shows and anime. I am based out of Toronto and I had become quite the beach hopper before Covid.



Anantha
Chickanayakanahalli

EXPERIENCE (9+ Years)

- **OCAD University** (2022-Present)
Research Intern at Visual Analytics Lab
- **Honeywell** (2019-2021)
Advanced User Experience Designer
- **Mindtree** (2014-2019)
Design Consultant
(Awarded Outstanding Performer of the year 2017-2018)
- **Ideus Concepts** (2013-2014)
UX Designer
- **Symantec** (2011-2012)
UI Designer

EDUCATION

- **Ontario College of Art & Design University, Canada**
(2021-2023)
Master of Design in Digital Futures
- **Indian Institute of Technology Bombay, India**
(2009-2011)
Master of Design in Interaction Design
- **Bangalore University, India** (2003-2009)
Bachelor of Architecture

LANGUAGES

English, Hindi, Kannada

SKILLS

Sketching, Storyboarding, Card Sorting, Information Architecture, UX Strategy, Contextual Inquiry, Responsive Web Design, Prototyping, Persona mapping, Wireframing, User Journey Mapping, Authoring Style Guides, XR Design

TOOLS

Adobe Creative Suite (Photoshop, Illustrator, Primiere, XD, Aero), Sketch, Figma, Axure, Zeplin, P5JS, Arduino, HTML/CSS/JS (beginner), Unity, Blender

PERSONALITY

Self-organized, result-oriented, fast learner

CONTACT

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-  +1-(905)-781-6924
-  Toronto, Ontario
-  rewritablehere.github.io/folio

UX Design Projects

New Media Design Projects

CONTENTS

PROJECT 1



Airport Gates Operating System - UX Research | Interaction Design | Visual Design | Prototyping | User Testing

PROJECT 2



IAQ Monitoring - UX Design | Visual Design | Prototyping

PROJECT 3



Contract Management System - UX Research | Interaction Design | Visual Design | Prototyping

PROJECT 4



Mixed Reality Folktales - AR Installation | 3d modelling | Storyboarding

PROJECT 5



Type Of The Day - Game Design | 3d Modelling | Storyboarding

PROJECT 6



Step-In-Step-Out - Tangible Installation | Concept | Projection Mapping

UX Design Projects

Enabling smooth turnaround of flights at airports operated by Apron Controller who manages traffic in the gates/aprons, the Gates Operating System provides alerts and controls to mitigate and tactically solve problems.

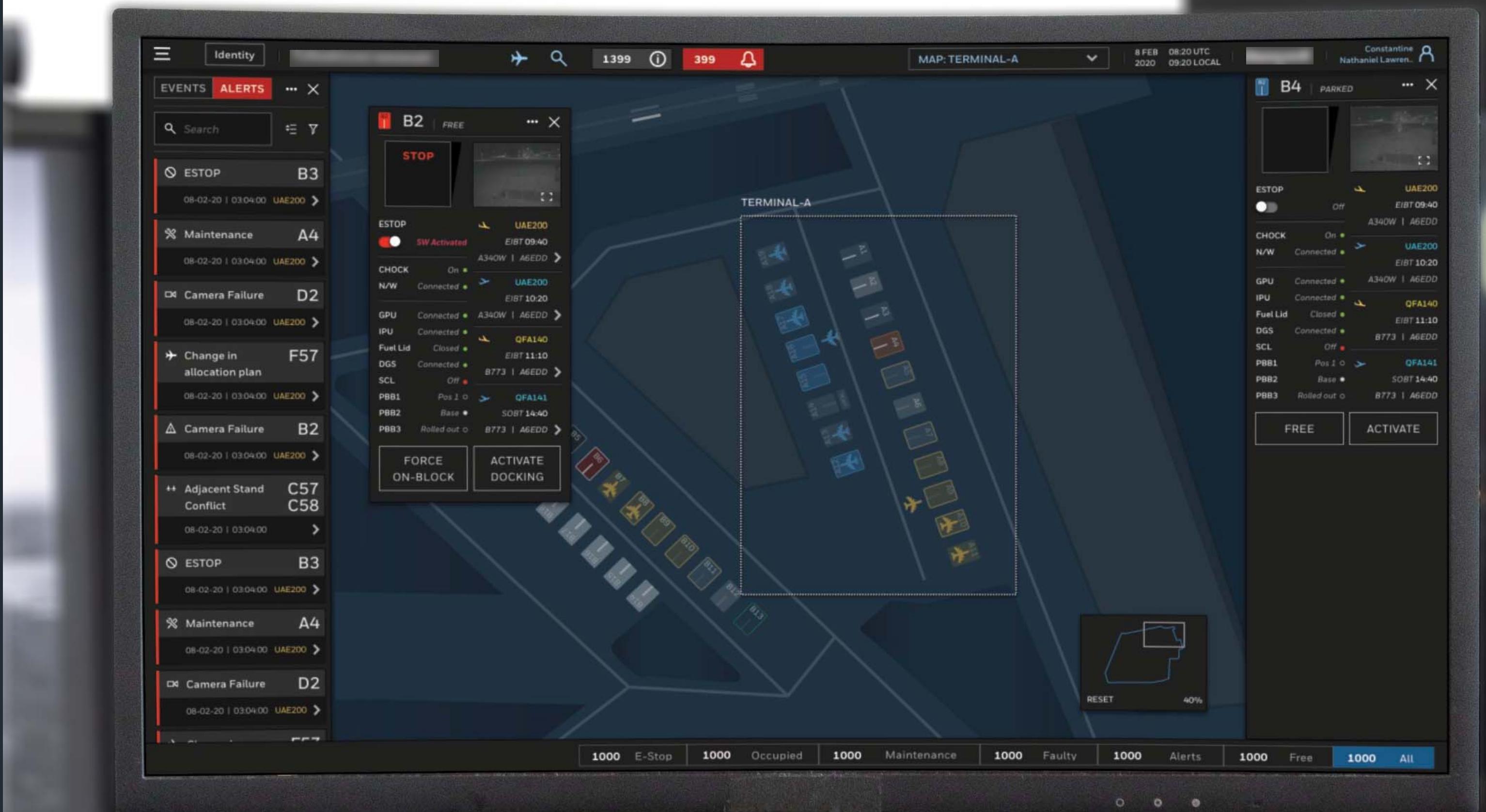


Apron controllers manage the sequence of startups and pushbacks and route the aircraft to an agreed position adjacent to or on the taxiway. The apron controller route the aircrafts to their designated parking stand. Some airports require apron control because of the layout, where the Tower controllers cannot clearly see the Apron situation.

TOOLS USED



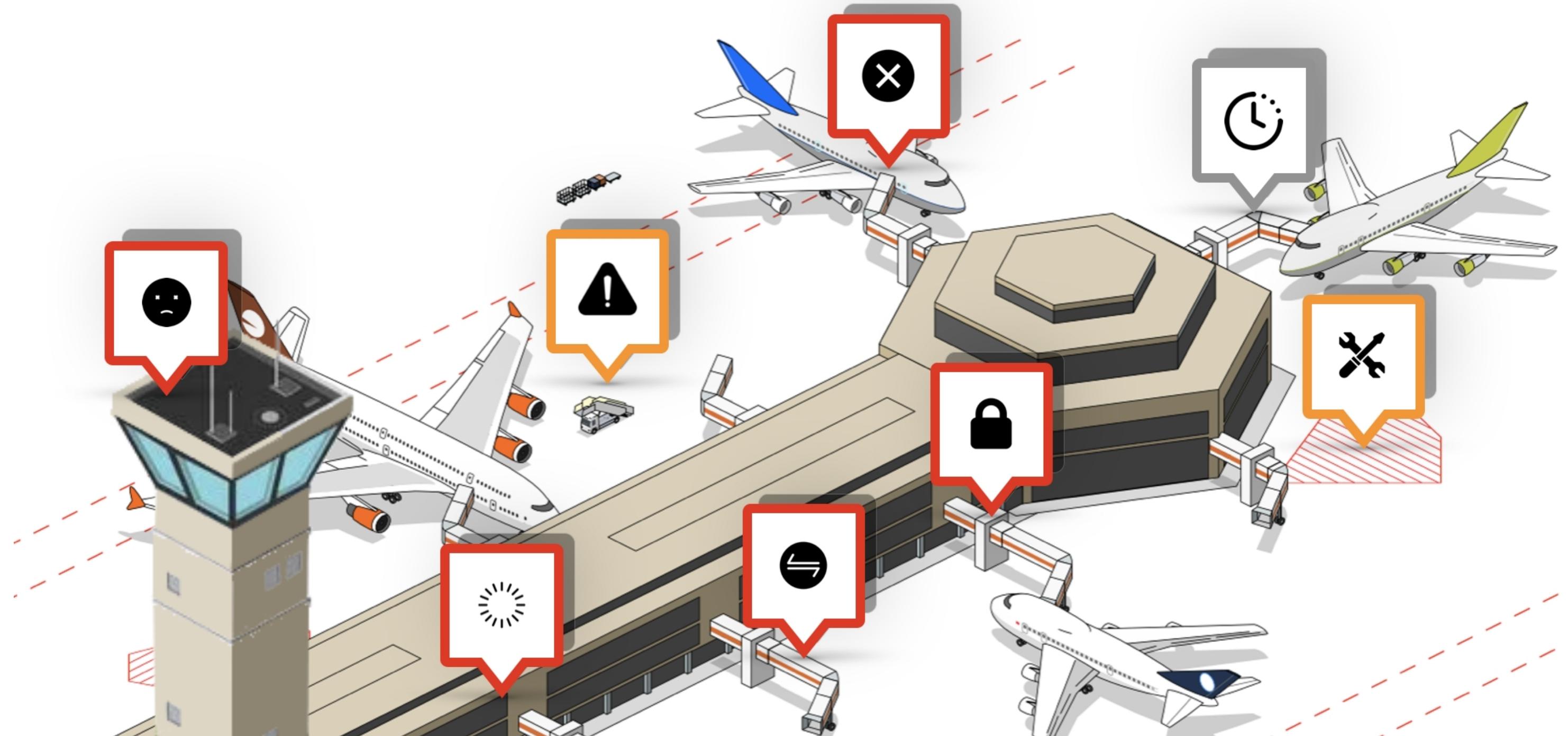
airport gates operating system

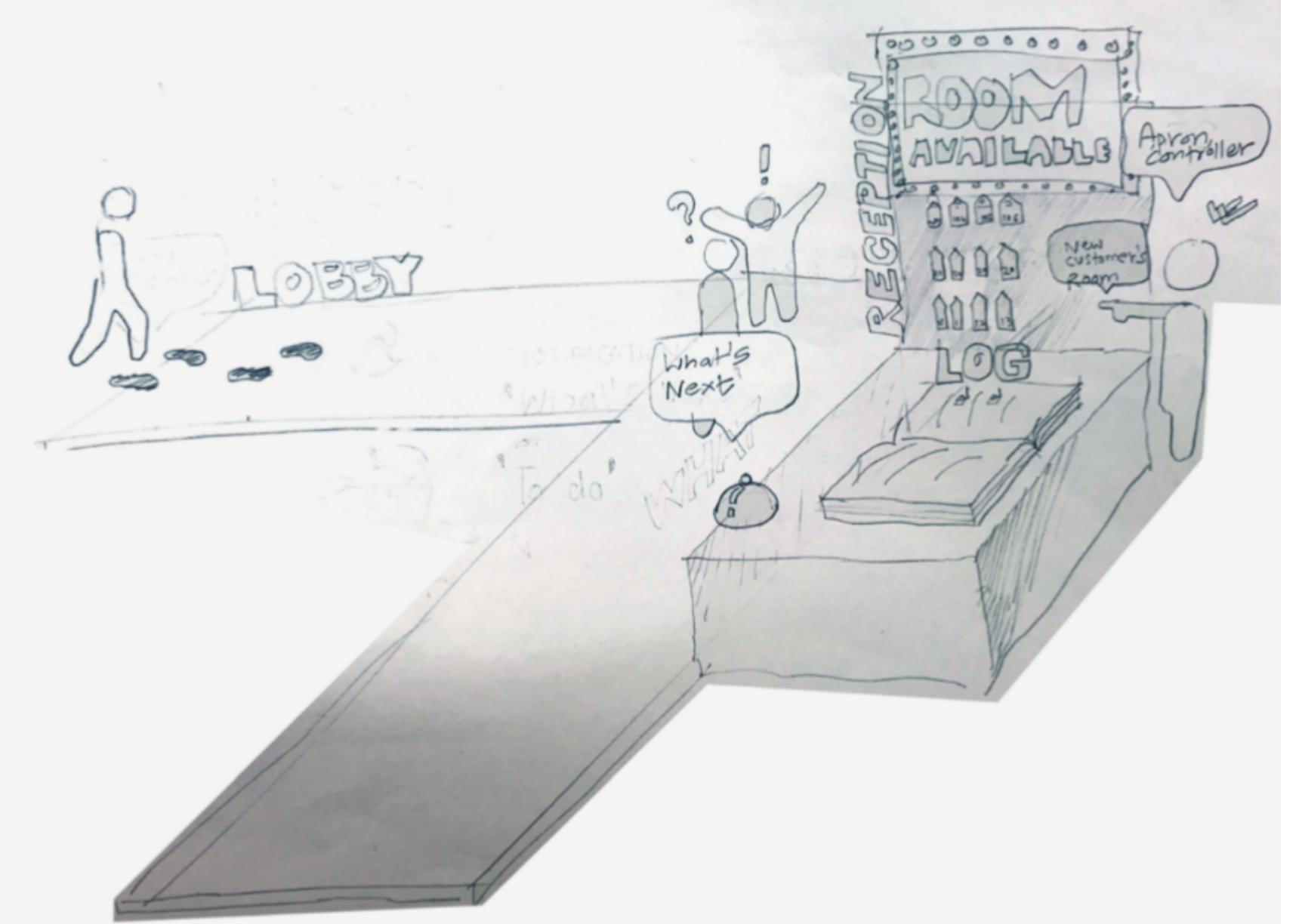




The design challenge is making sure a controller can look at multiple gates and get into nittigrities of each gate, see which flights are upcoming for it, whilst being able to multitask with assigning actions to ground safety equipment staff, pilots, bridge controllers without being overwhelmed.

Everything out here is mission critical a tad bit lesser than the Air Traffic Controllers themselves.





Similar to what happens at a hotel lobby - someone is waiting (some are done waiting), allocating new rooms, making a list of available rooms, taking down requirements, first best option, next best option, customer is not checking out on time (overflowing)



Ground crew or Ground Safety Equipment agents: Airport personnel responsible for directing aircraft as they move around the airport on the ground, including guiding them from the taxiway to the gate.

Aircraft docking happens manually in big airports with Automatic Visual Docking Guidance Systems (A-VDGS).

B2		FREE	
STOP			
ESTOP		UAE200	
<input checked="" type="checkbox"/> SW Activated		EIBT 09:40	
CHOCK	On	A340W A6EDD ➤	
N/W	Connected	➤ UAE200 EIBT 10:20	
GPU	Connected	A340W A6EDD ➤	
IPU	Connected	➤ QFA140 EIBT 11:10	
Fuel Lid	Closed	B773 A6EDD ➤	
DGS	Connected	SCL Off ➤ QFA141 SOBT 14:40	
PBB1	Pos 1	B773 A6EDD ➤	
PBB2	Base	PBB3 Rolled out	
FORCE ON-BLOCK		ACTIVATE DOCKING	

Responsive Indoor Air Quality (IAQ) monitoring **master dashboard** that gives different levels of information about accounts and sites to the super admin.

TOOLS USED



IAQ monitoring

Responsive Indoor Air Quality (IAQ) monitoring **master dashboard** that gives different levels of information about accounts and sites to the super admin.

TOOLS USED



The dashboard is a mobile application interface for managing a building's HVAC and air quality systems. The top navigation bar includes a user profile for 'Harvey Specter Admin', a 'Customer/Site' search bar, and several icons for navigation (Home, Buildings, Zones, Buildings, New Construction, Customer/Site, 3 campuses, 4 Buildings, New Construction). The main content area is divided into three main sections: 'Devices Status', 'Notifications', and 'Messages'. The 'Devices Status' section lists four devices (Device U124232 PORTU03, Device U124232 PROU02, Device U124232 IDI01, Device U124232 BOSS01) with details like Type (R1002), Location (R1002 Type Classroom), Runtime, Alert status, Power switch, and detailed graphs. Below this is a summary of indoor and outdoor air quality metrics. At the bottom, there are five circular indicators for indoor air quality (Oxidants, CO, TVOC, PM2.5, PM10) with values ranging from 73 to 1250. A legend on the right explains the color coding for these metrics.

Device Status

Air Quality Status

Device Setup Configuration Devices Status Notifications Messages

Device ID Type Location Runtime Alert status Power Fan Speed Schedule

Customer/Site

Buildings

All

Building 1

Zone 1

Zone 2

Zone 3

Zone 4

Building 2

Building 3

Building 4

3 campuses

4 Buildings New Construction

Indoor Air Quality

Outdoor Air Quality

Indoor Air Quality

73 ppb

1250 ppm

900 $\mu\text{gm}/\text{m}^3$

80 $\mu\text{gm}/\text{m}^3$

96 $\mu\text{gm}/\text{m}^3$

Oxidants CO TVOC PM2.5 PM10

High CO₂: Increased occupancy

High PM2.5: Check air filters

A tool where you can draft your contracts objectively and fill in as little information as possible and let the system fetch, pre-fill and automate your documentation work leaving you to think about the language necessary to keep you off liability and risk as much as possible.



TOOLS USED



invis.io/E510NI7R7JY4

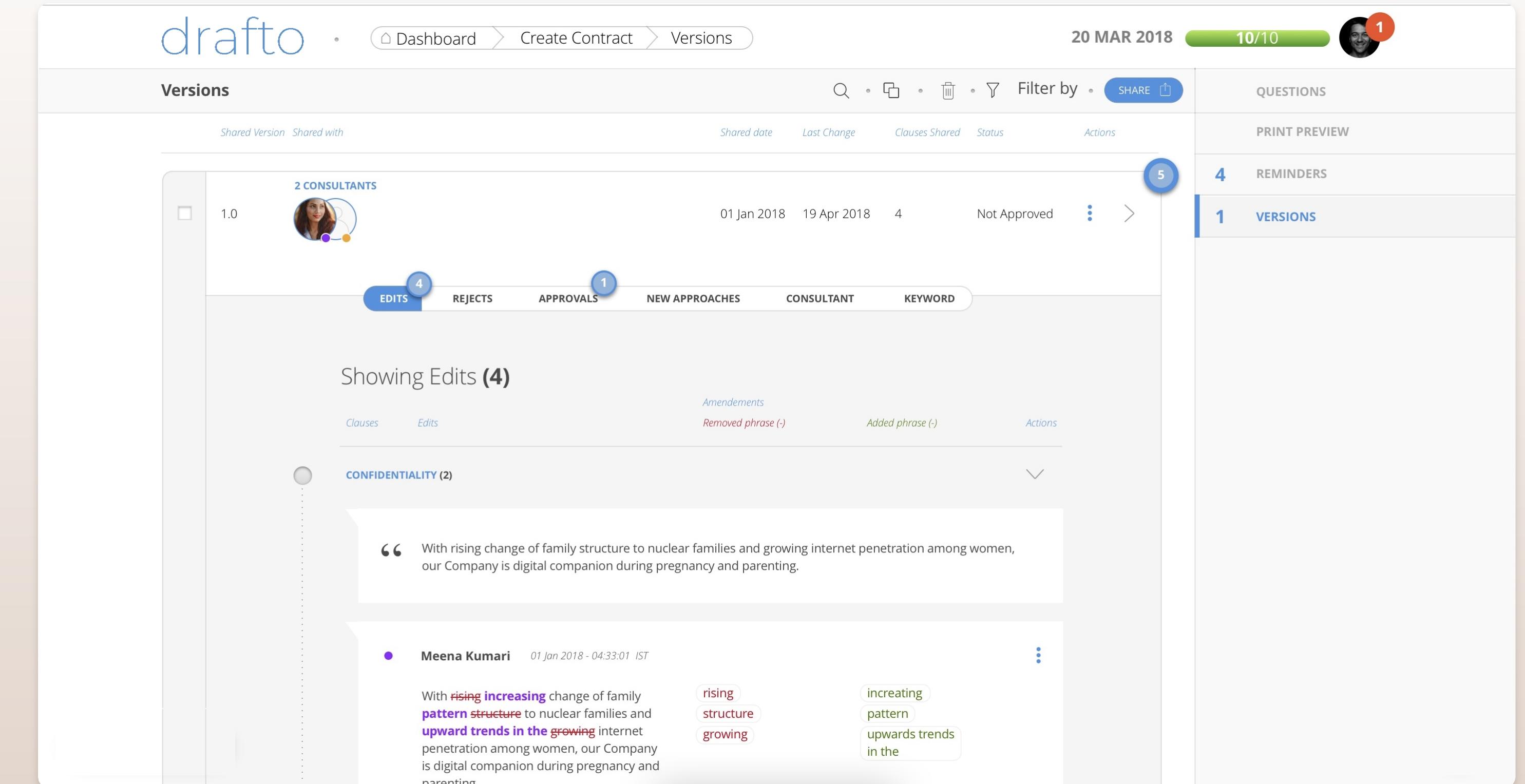
(password: iac)

contract mgmt. system

We are an has associates in Bengaluru & Mumbai.

The tool enables you to **create and format documents** giving closest representation of a situation or reality that can be agreed upon by more than one person. At the core, it is a word processor that helps you string words together in an effective way.

-  edit
-  componentize
-  share
-  get feedback for an excerpt
-  automate and prefill content into an excerpt
-  move things around
-  work with versions (this save key conversations and proposed changes/modifications lost in emails)
-  search and replace names/objects/keywords
-  hide/show/blur where required
-  work with content smartly, highlight the consequences of content (helps save time and money for client and owner)
-  identify crucial keywords that can make or break risk present in this
-  I may not have time and patience in going over the full matter over and over again which is present in an excerpt (highlight what's changed)

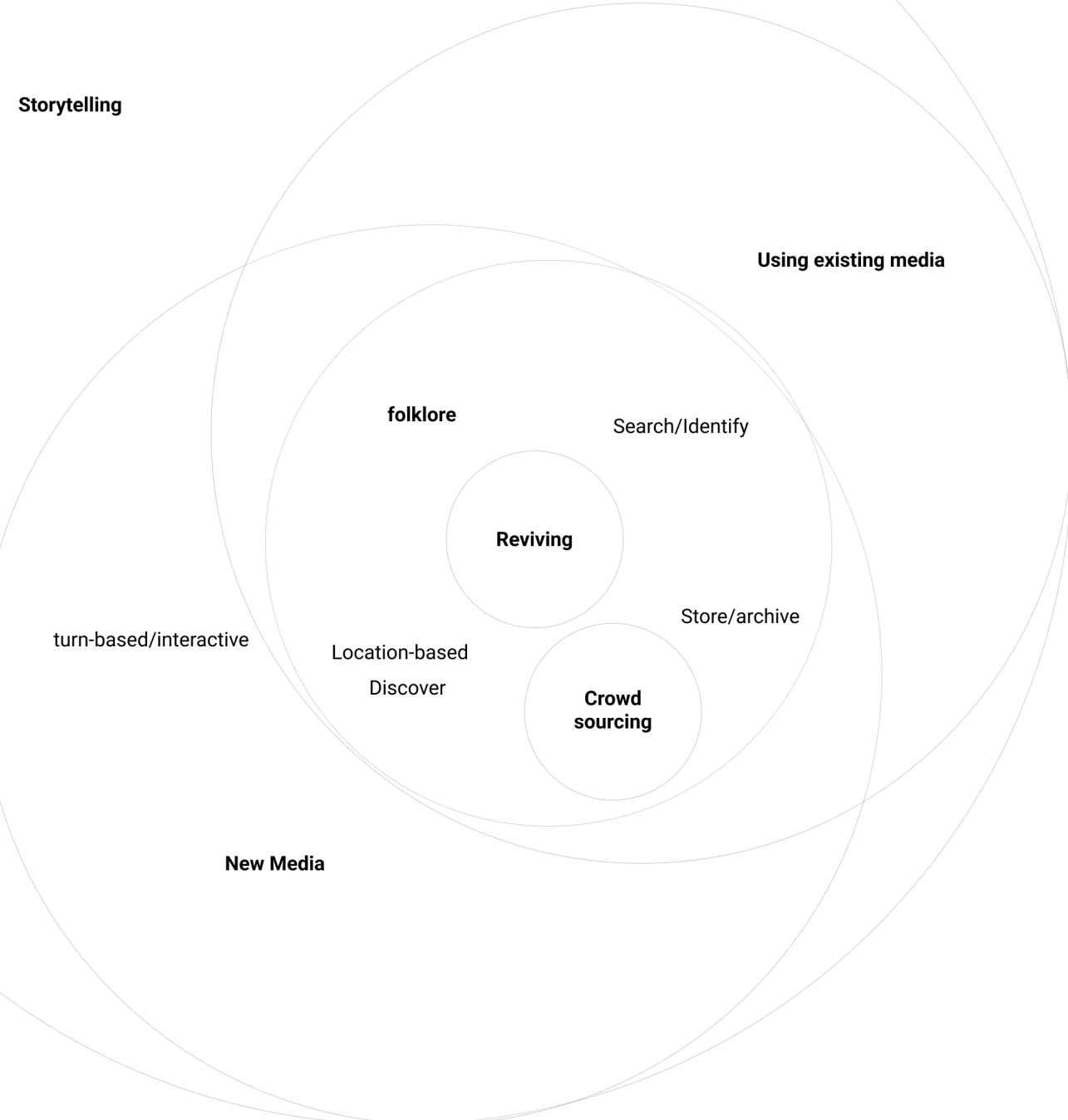


contract mgmt. system



New Media Design Projects

CONTEXT



An AR project to make the viewer a part of the story by creating triggers for different acts of the storyline; based on their interaction, the story progresses.

TOOLS USED



youtu.be/MhQEYtDM5Wo



<https://adobe Aero.app.link/uXCAgWZfDub>



mixed reality folktales



mixed reality folktales

STORY ACTS & INTERACTION

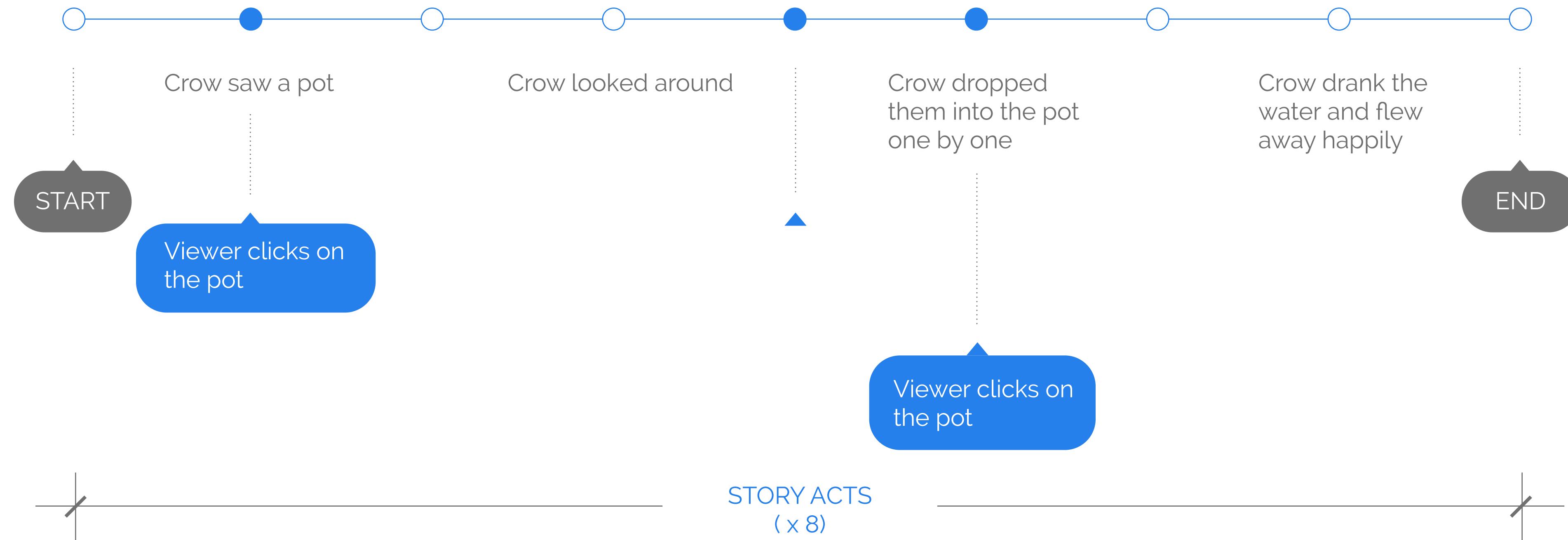
Once there was a thirsty crow who was looking for water

There was a little water in it but it was at the bottom of the pot

Saw some small pebbles

Soon, water came up

Moral of this story is that every problem has a solution provided we look to find it



445 POINTS

We developed a single player **typing game** called Type of the day which is a typing game on adrenaline. The name started with was 'Type-to-win' but became 'Type of the day' because the character was going to experience an abnormal normal day.

GENRE

Adventure

TEAM

Xuyan Ding (Kevin), Le Shen, Javan Graham, Jia Zhao, Shannen Guntoro, YunTing He, Anantha Chickanayakanahalli

TOOLS USED



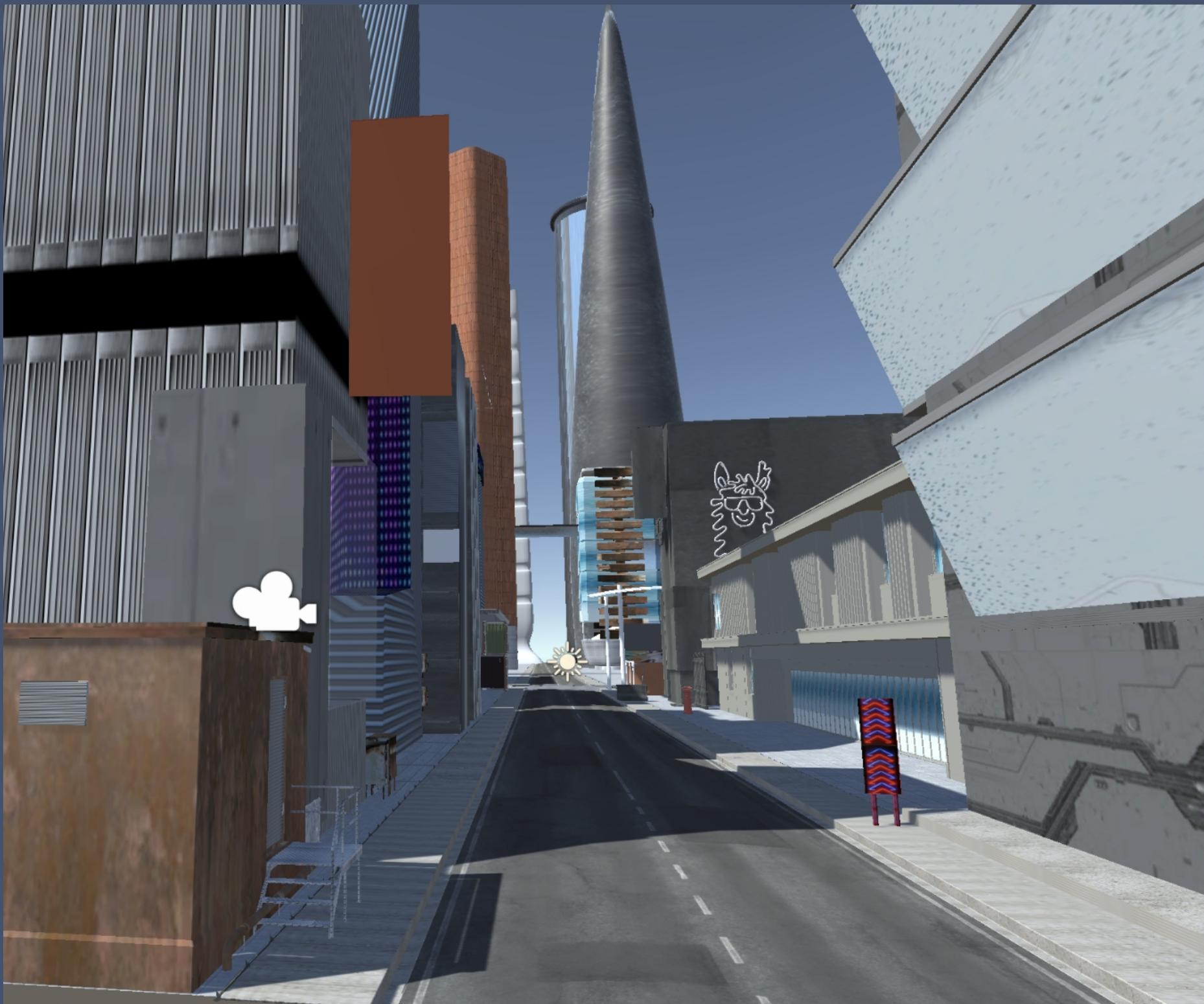
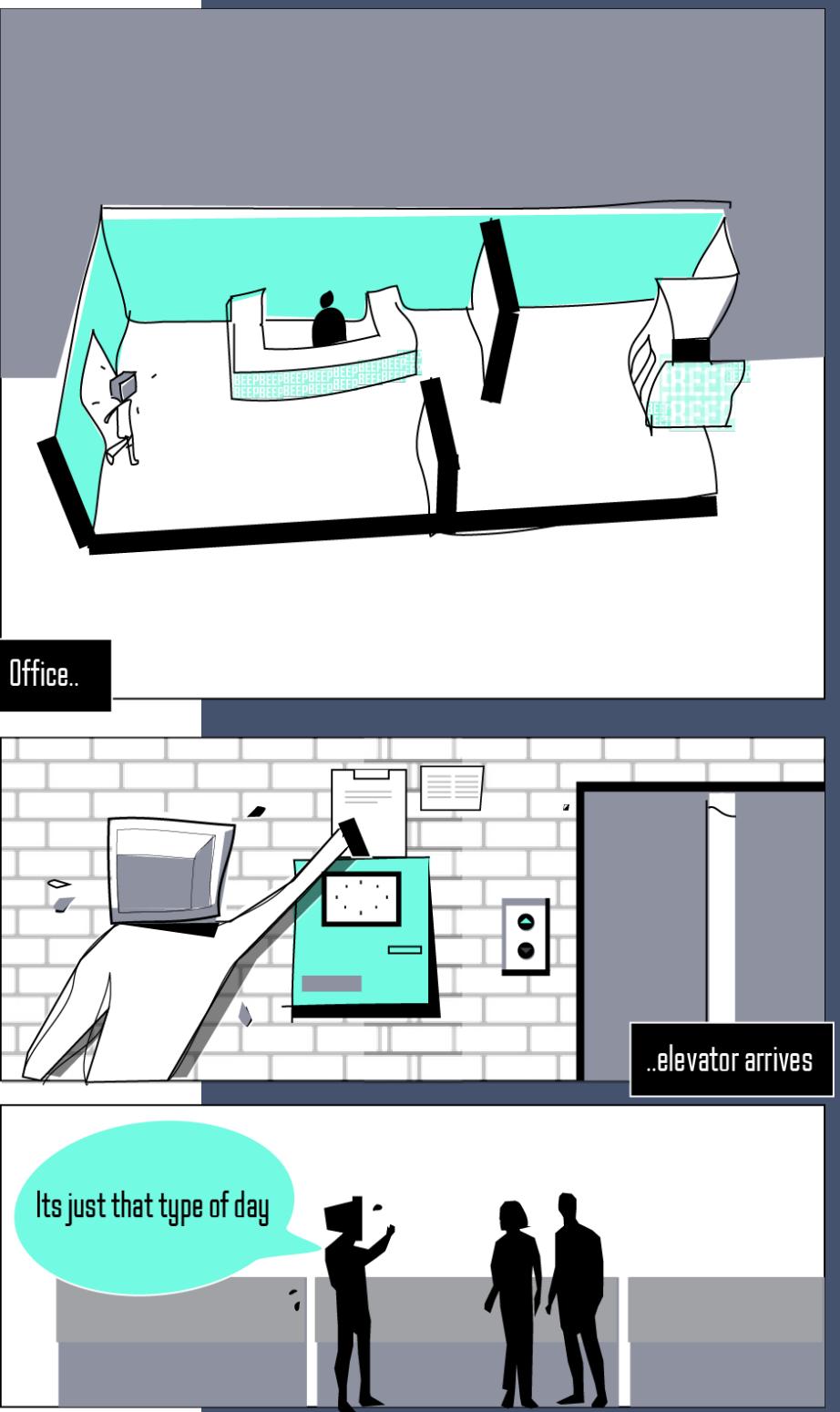
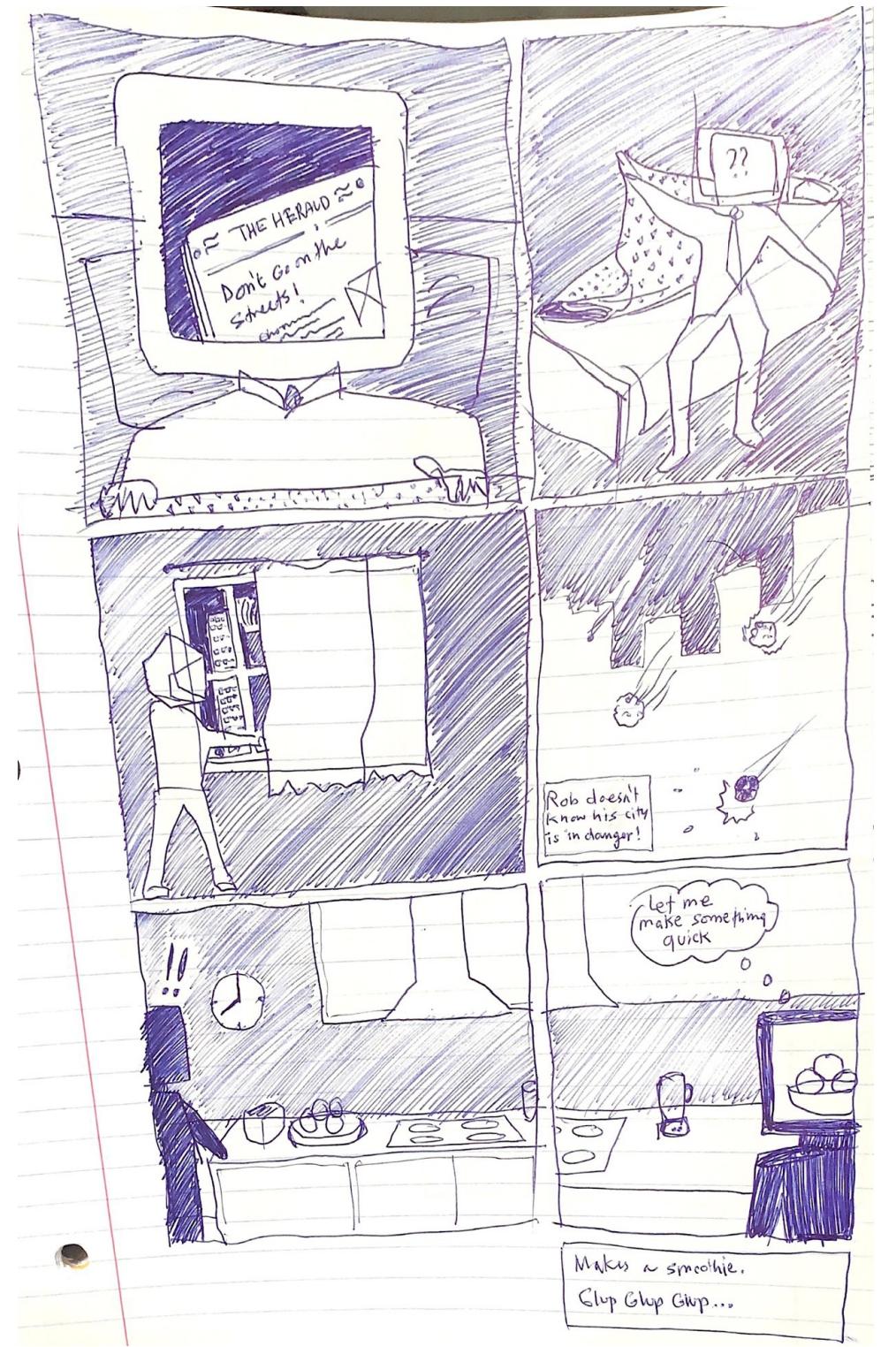
<https://youtu.be/enNRQzSwlbM>



<https://kevinding.itch.io/type-to-win>



type of the day



type of the day



<https://youtu.be/enNRQzSwlbM>



<https://kevinding.itch.io/type-to-win>

step in step out

TEAM

Shuting Zhou, Prayag Ichangimath, Aaditya Vaze, Anantha Chickanayakanahalli

We created a **tangible installation** that changes visualization and plays funny sounds upon stepping on the tiles. It behaves like the Dance Dance Revolution arcade machine.

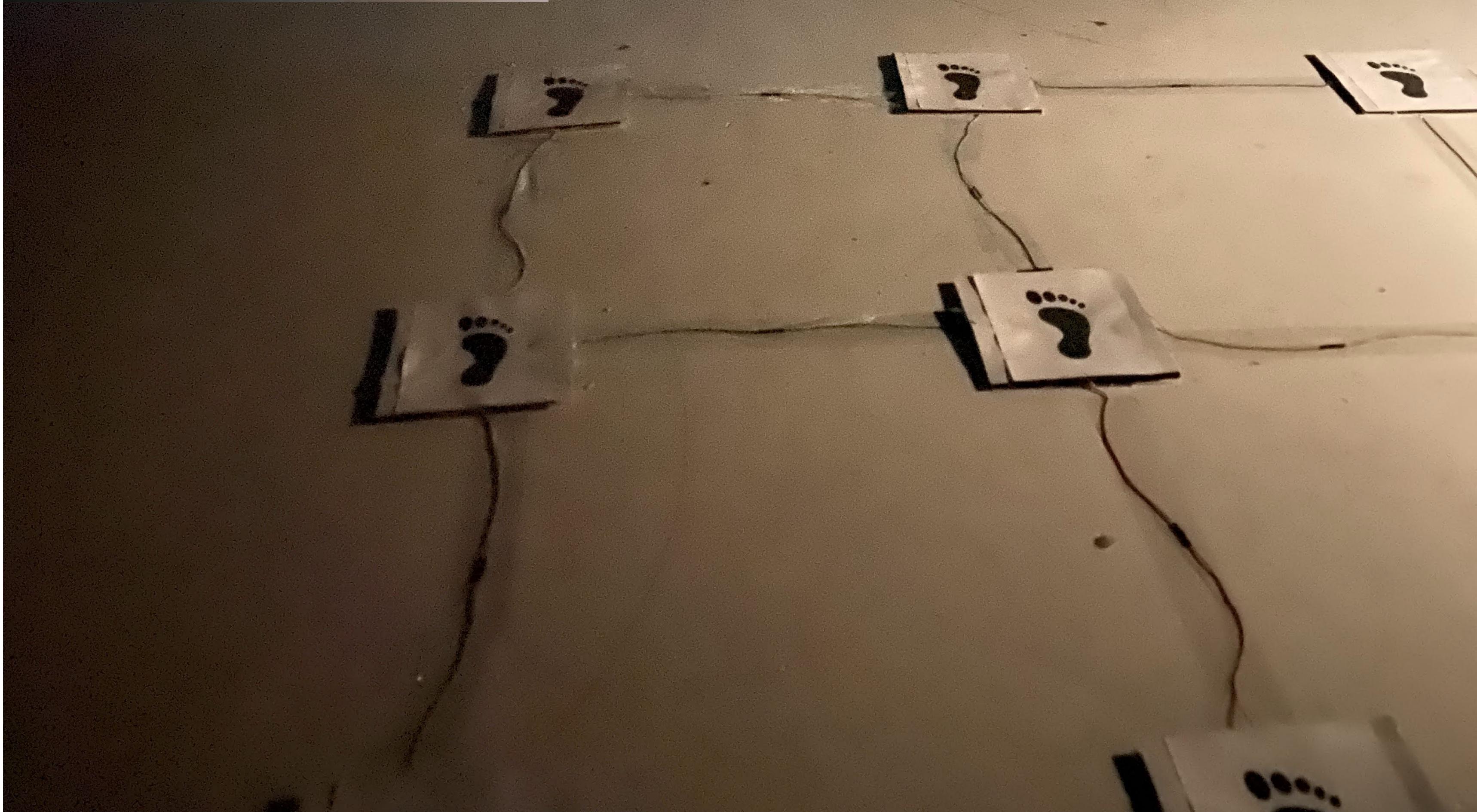
TOOLS USED



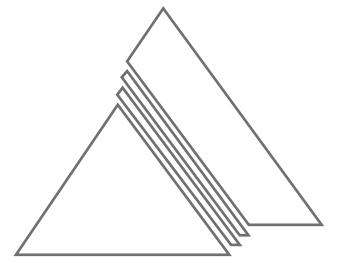
[https://github.com/rewritablehere/
digitalfutures/tree/main/StepInStepOut](https://github.com/rewritablehere/digitalfutures/tree/main/StepInStepOut)



youtu.be/5xuYQlVcGq8



Thank you for your time!



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twitter.com/@rewritablehere