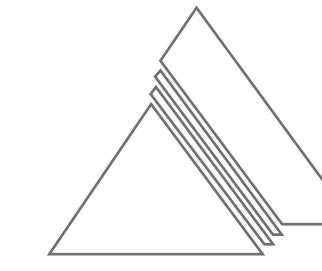
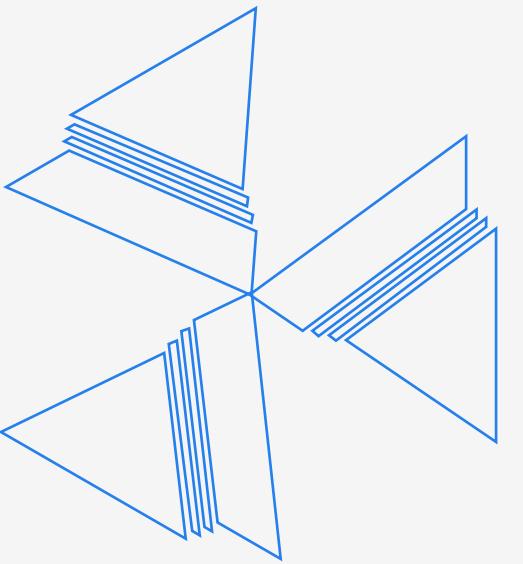


Anantha  
Chickanayakanahalli



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 not easy, 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, Premiere, XD, Aero), Sketch, Figma, Axure, Zeplin, P5JS, Arduino, HTML/CSS/JS (beginner), Unity, Blender

## PERSONALITY

Self-organized, result-oriented, fast learner

## CONTACT

-  [anantha.ocad@gmail.com](mailto:anantha.ocad@gmail.com)
-  [linkedin.com/in/ananthac](https://linkedin.com/in/ananthac)
-  +1-(905)-781-6924
-  Toronto, Ontario
-  [rewritablehere.github.io/folio](https://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

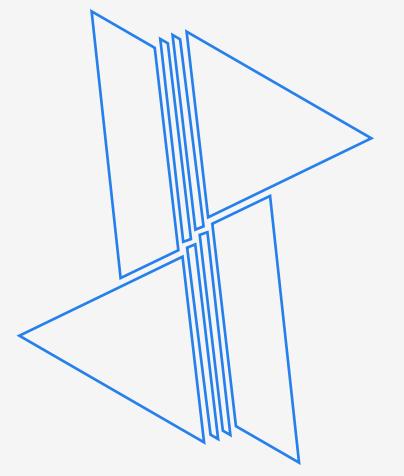


**Type Of The Day** - Game Design | 3d Modelling | Storyboarding

### 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.



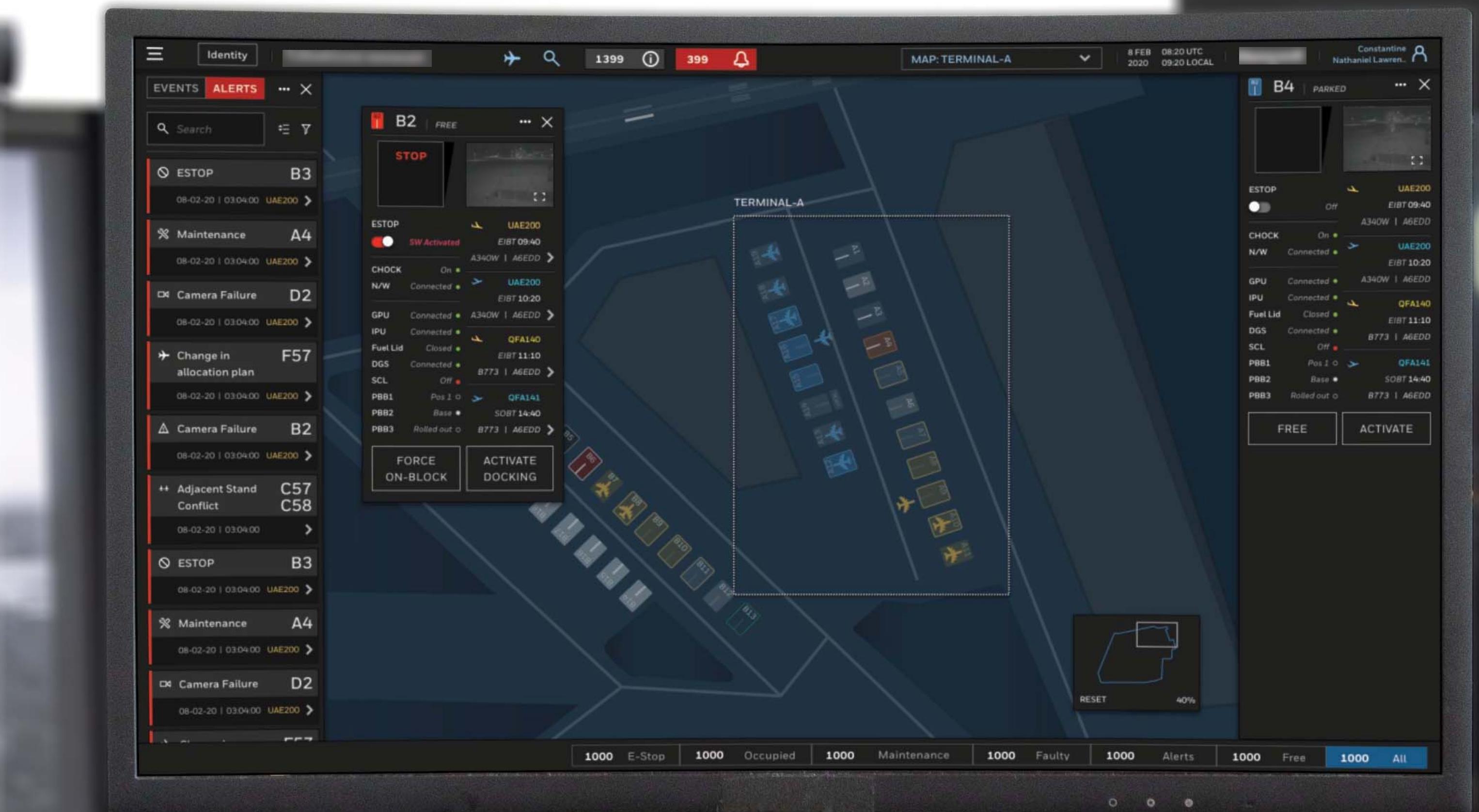
## Apron controllers

They manage the sequence of startups and pushbacks and route the aircraft to an agreed position adjacent to or on the taxiway. They 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



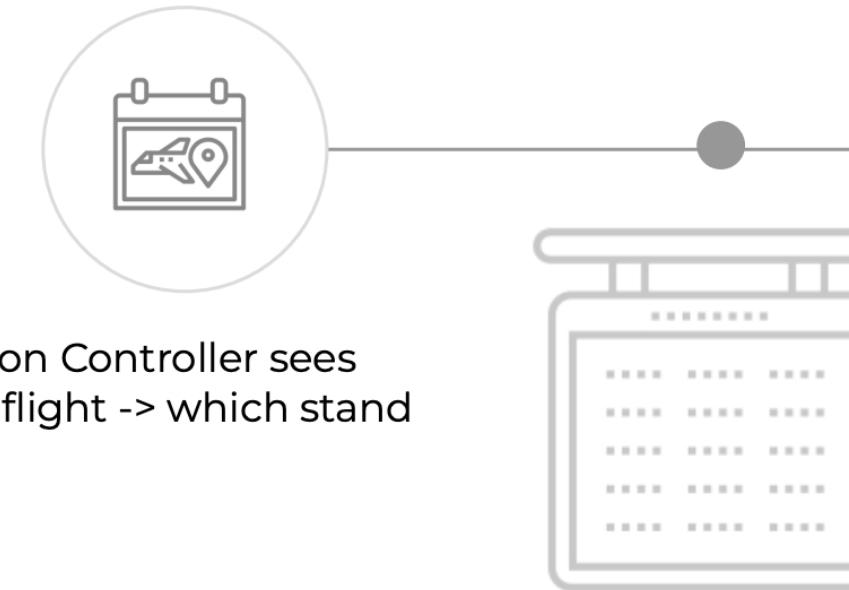
B2 | FREE

**STOP**

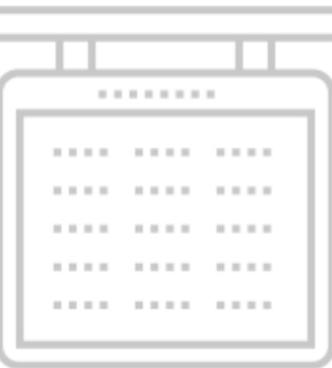
As per flightplan, a flight is about to dock but there are problem(s) with stand



if that doesn't work, reassign flight to empty slots at available stands



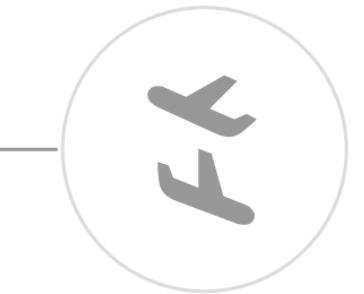
Apron Controller sees which flight -> which stand



Apron Controller gets ground staff to look into issues at bridge, VDGS, lights, equipment

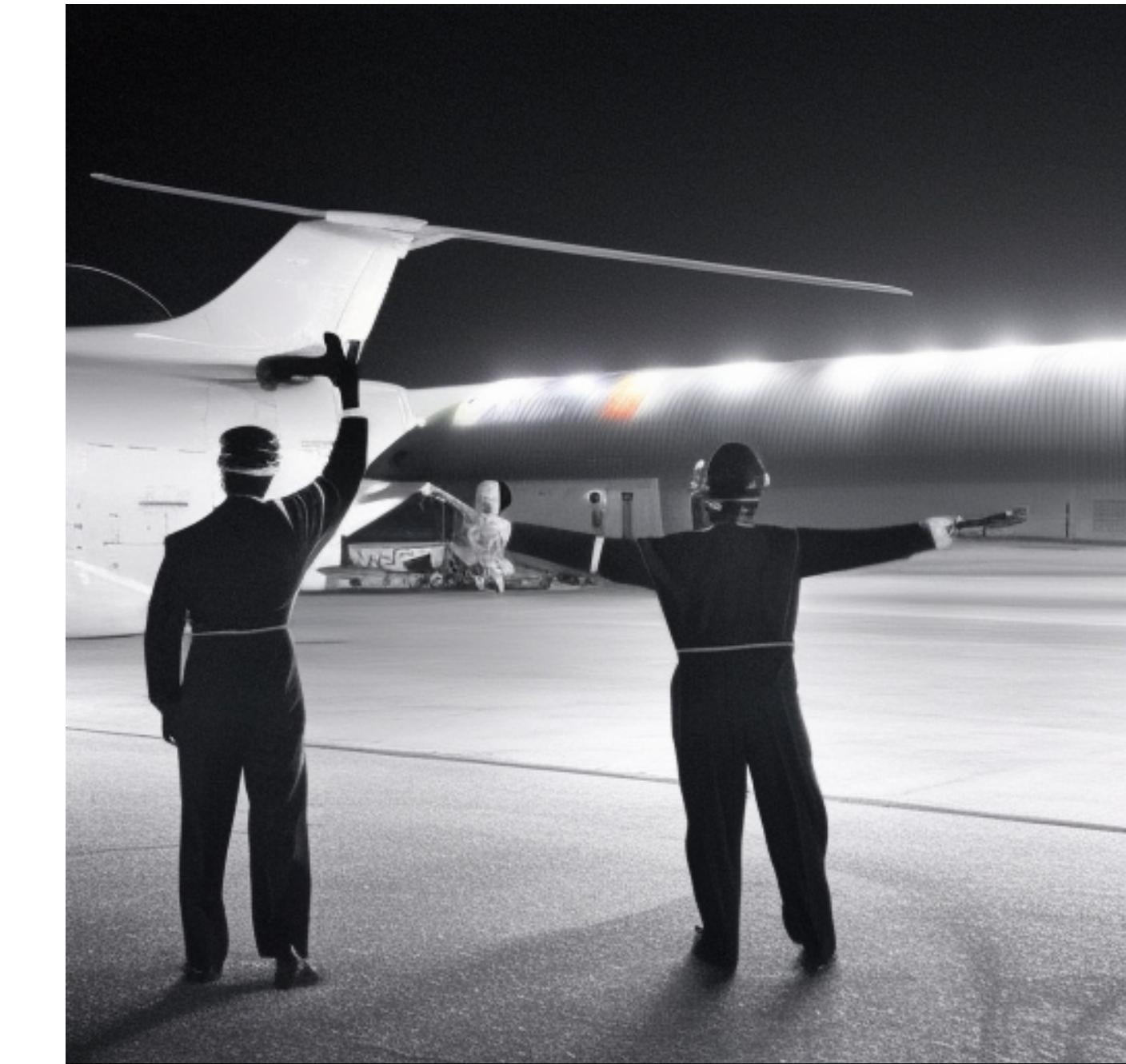


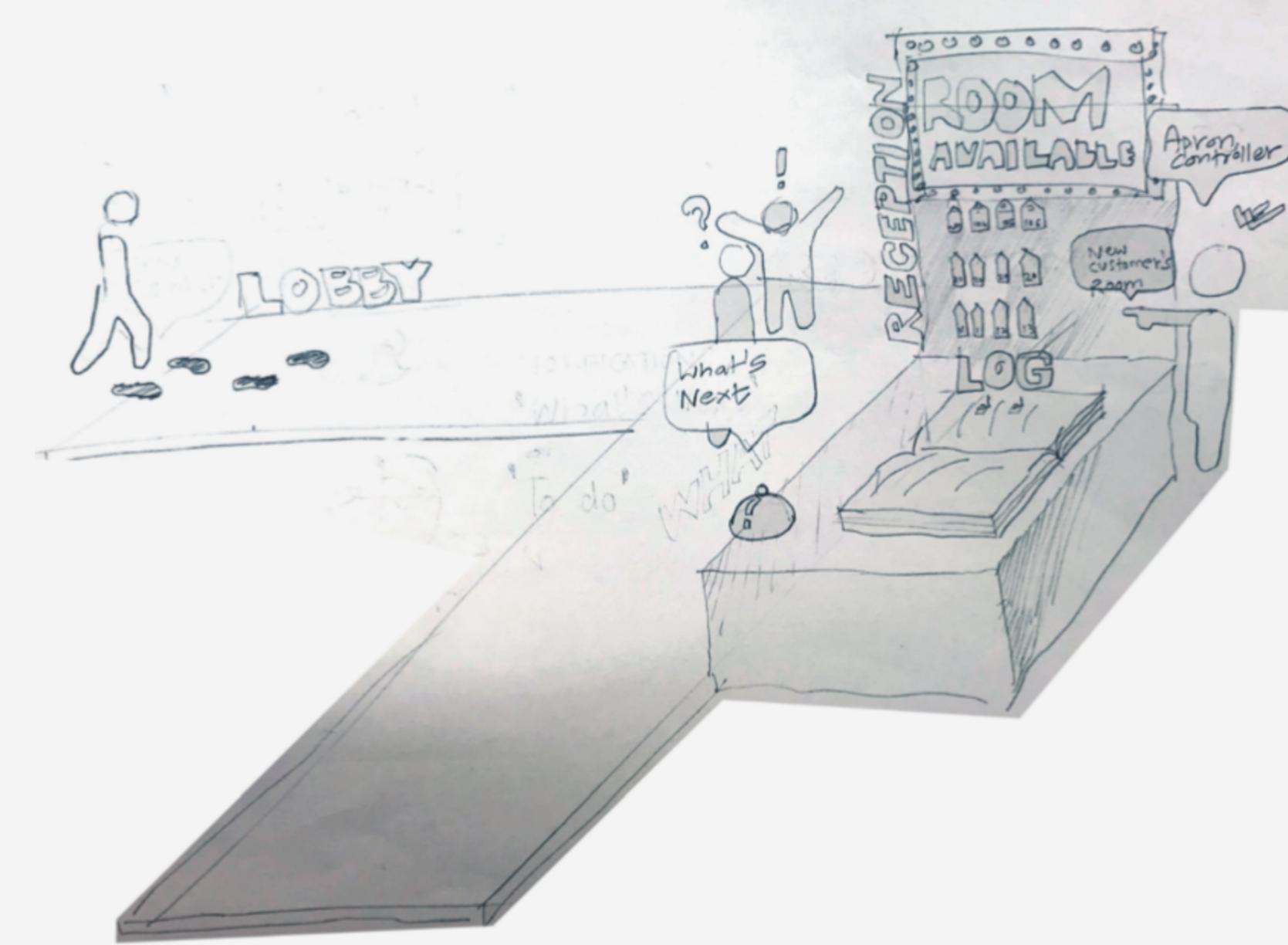
Everyone's able to fly on time



**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).





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)

### Design Challenge

Making sure a controller can look at multiple gates and get into intricacies 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.



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 screenshot displays a mobile application interface for managing building assets and monitoring air quality. The top navigation bar includes icons for Device Status and Air Quality Status. The left sidebar features a user profile for 'Harvey Specter Admin', a search bar for 'Customer/Site', and sections for '3 campuses', '4 Buildings New Construction', and a list of buildings: Building 1 (with zones 1-4), Building 2, Building 3, and Building 4. The main content area has tabs for Device Setup, Configuration, Devices Status (selected), Notifications, and Messages. Under the Devices Status tab, four devices are listed: Device U124232 PORTU03 (R1002, Type Classroom, 1345 runtime, alert icon, red status, off power, blue fan speed, grey schedule), Device U124232 PROU02 (R1002, Type Classroom, 2345 runtime, green status, on power, blue fan speed, grey schedule), Device U124232 IDI01 (R1002, Type Classroom, 2343 runtime, orange status, on power, orange fan speed, grey schedule), and Device U124232 BOSS01 (R1002, Type Classroom, 2353 runtime, red status, off power, grey fan speed, grey schedule). Below this, there are two cards for air quality monitoring: one for Indoor Air Quality (AQ Index, Temperature, Humidity) and one for Outdoor Air Quality (AQ Index, Temperature, Humidity, Flu Index). At the bottom, a summary of indoor air quality metrics is shown: Oxidants (73 ppb), CO (1250 ppm), TVOC (900  $\mu\text{gm}/\text{m}^3$ ), PM2.5 (80  $\mu\text{gm}/\text{m}^3$ ), and PM10 (96  $\mu\text{gm}/\text{m}^3$ ). A note indicates 'High CO2: Increased occupancy' and another note indicates 'High PM2.5: Check air filters'.

Device Status

Air Quality Status

Harvey Specter  
Admin

Buildings

All

Building 1

Zone 1

Zone 2

Zone 3

Zone 4

Building 2

Building 3

Building 4

Customer/Site

3 campuses

4 Buildings New Construction

Device Setup

Configuration

Devices Status

Notifications

Messages

Device ID

Type

Location

Runtime

Alert

status

Power

Fan Speed

Schedule

Device U124232  
PORTU03

R1002

R1002  
Type Classroom

1345

!

●

OFF

BLU

GRY

Device U124232  
PROU02

R1002

R1002  
Type Classroom

2345

●

ON

BLU

GRY

Device U124232  
IDI01

R1002

R1002  
Type Classroom

2343

!

●

ON

ORANGE

GRY

Device U124232  
BOSS01

R1002

R1002  
Type Classroom

2353

!

●

OFF

GREY

GRY

Indoor Air Quality

AQ Index

73°F

45%

Temperature

Humidity

Outdoor Air Quality

AQ Index

LOW

73°F

45%

Temperature

Humidity

Flu Index

Indoor Air Quality

Oxidants

73  
ppb

CO

1250  
ppm

TVOC

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

PM2.5

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

PM10

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

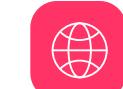
High CO<sub>2</sub>: Increased occupancy

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](https://invis.io/E510NI7R7JY4)

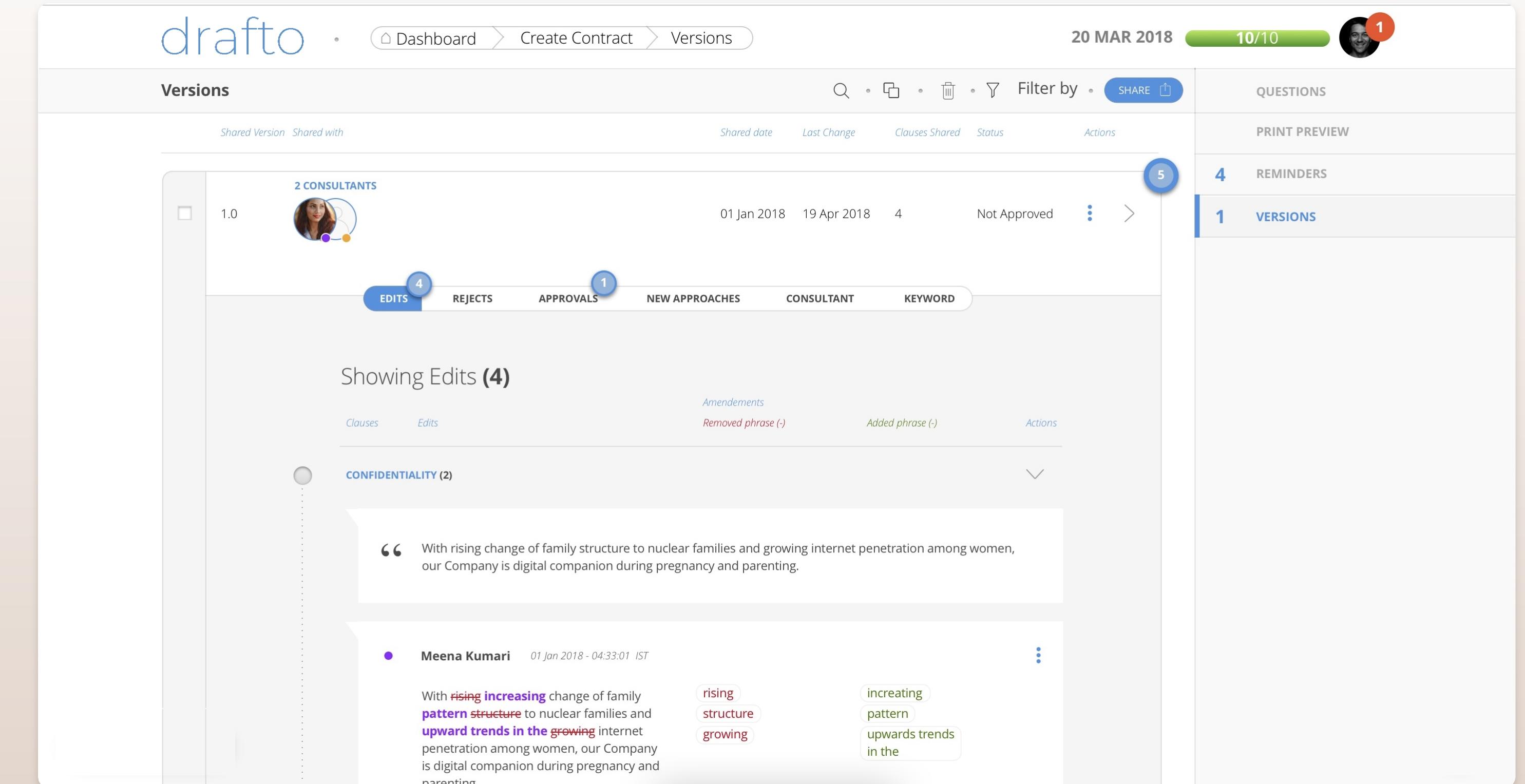
(password: iac)

# contract mgmt. system

We are an [REDACTED] has associates in Bengaluru & Mumbai.

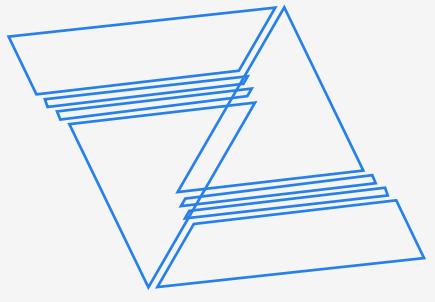
The tool enables you to **create and format documents** giving closest representation of a situation or reality that can be agreed upon by more than one person. At the core, it is a word processor that helps you string words together in an effective way.

-  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)



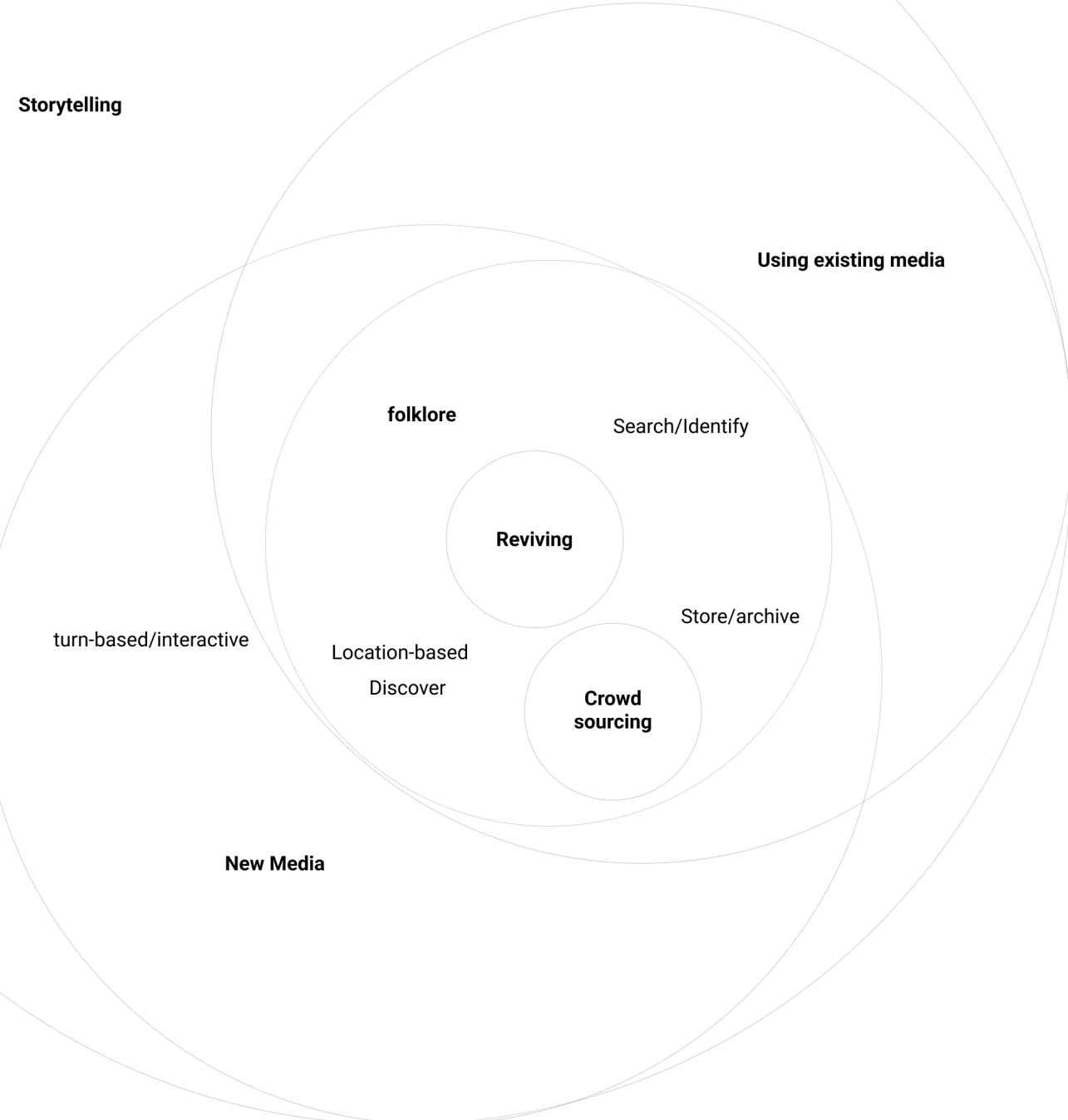
# contract mgmt. system





# 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://youtu.be/MhQEYtDM5Wo)



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



# mixed reality folktales



# mixed reality folktales

## STORY ACTS & INTERACTION

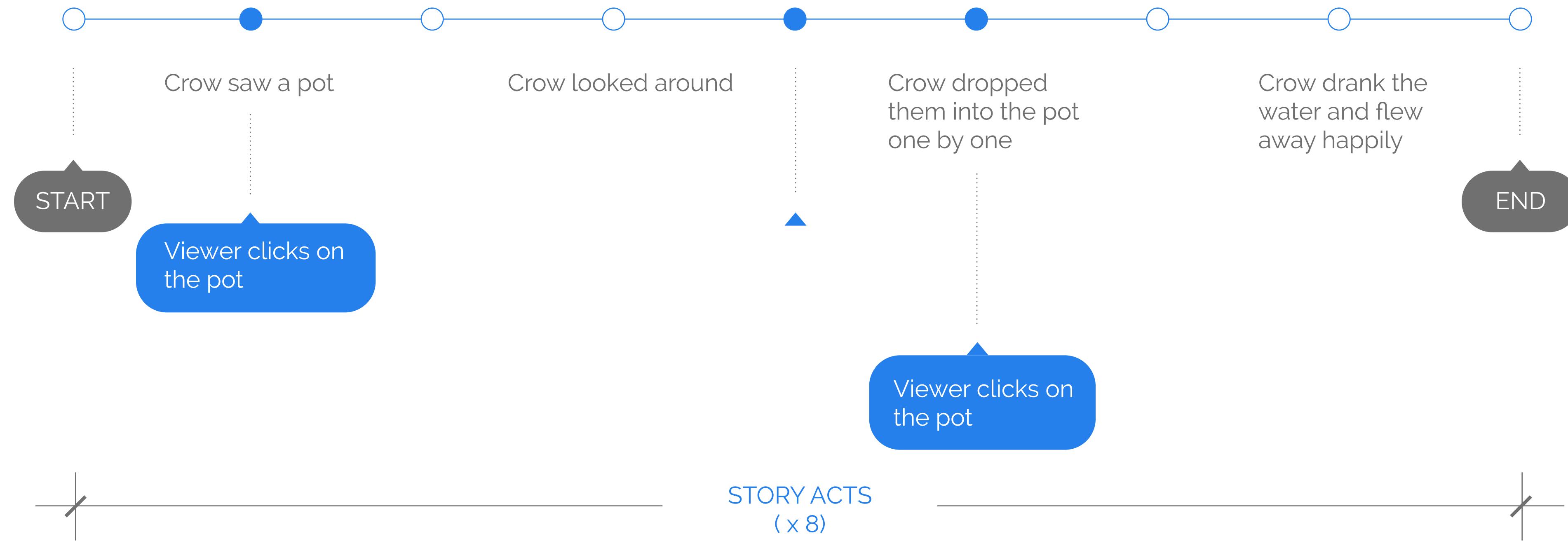
Once there was a thirsty crow who was looking for water

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



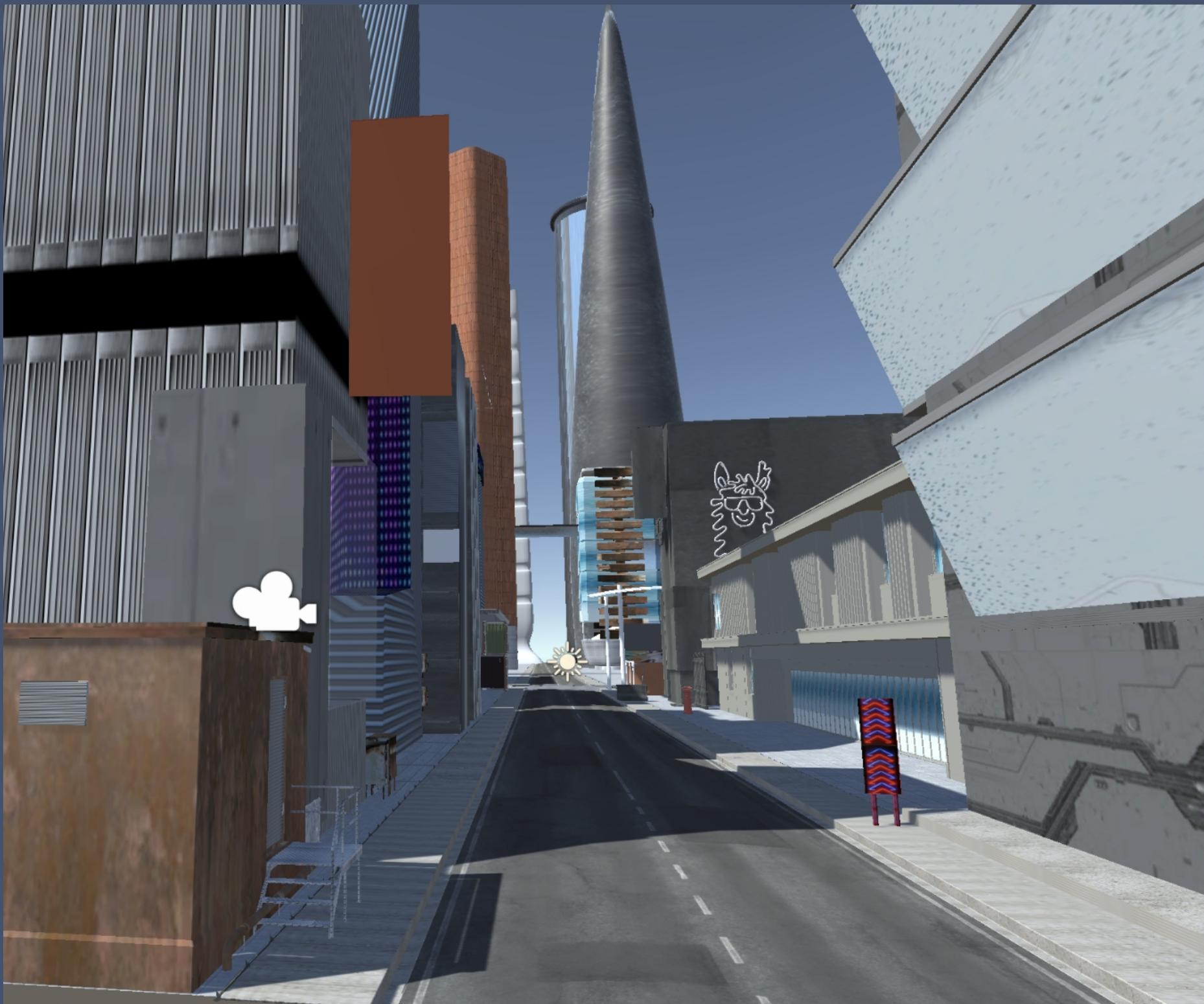
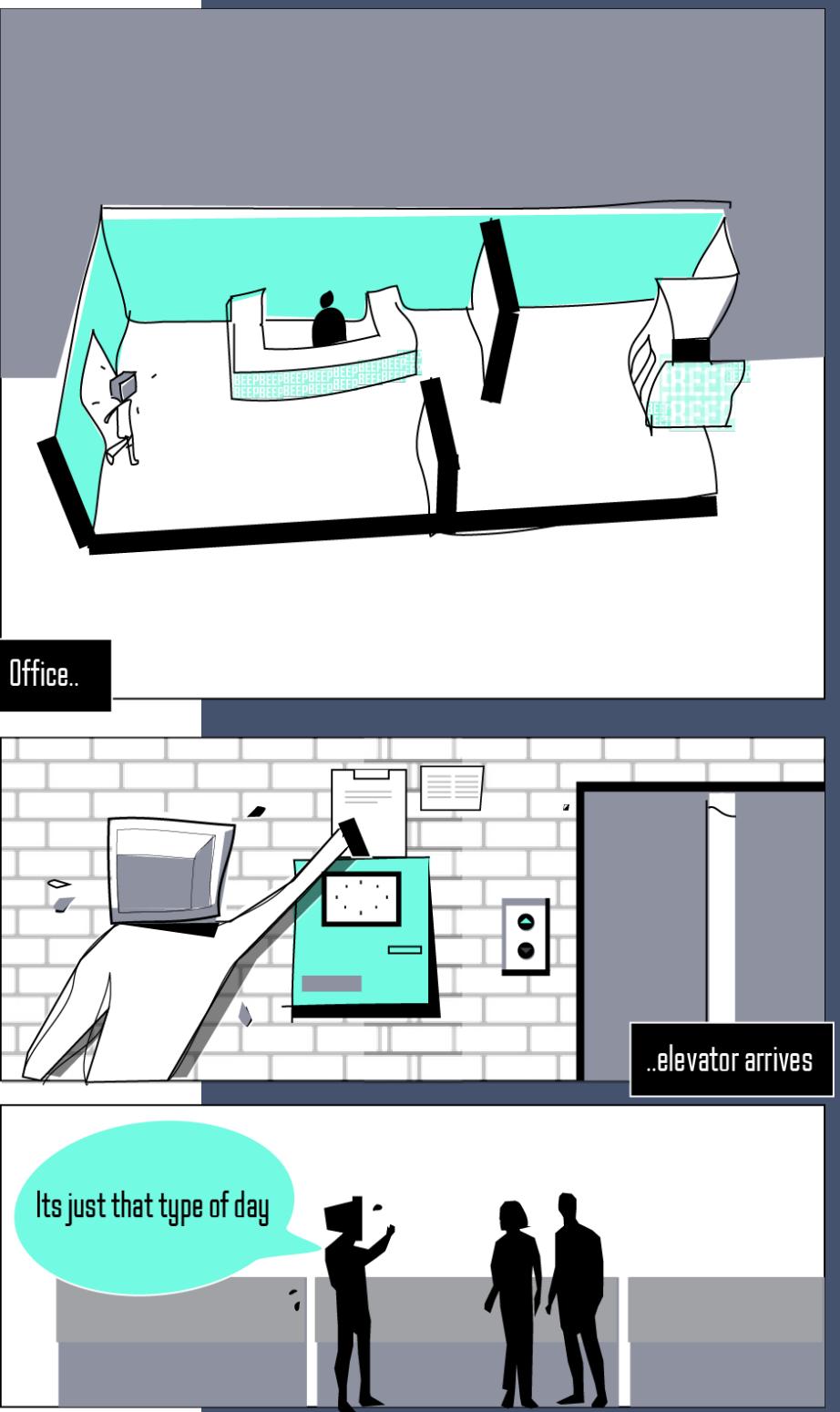
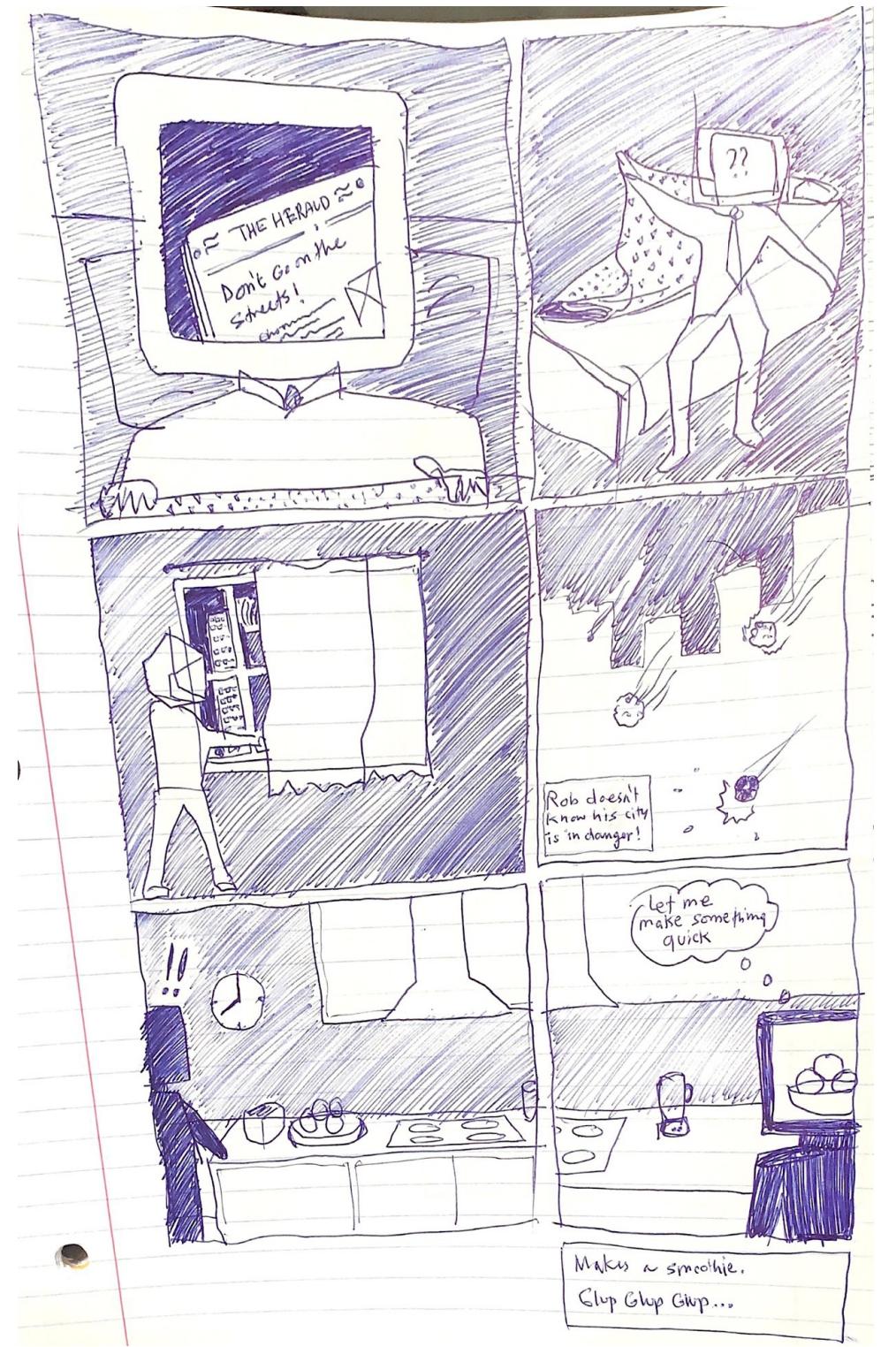
<https://youtu.be/enNRQzSwlbM>



<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.

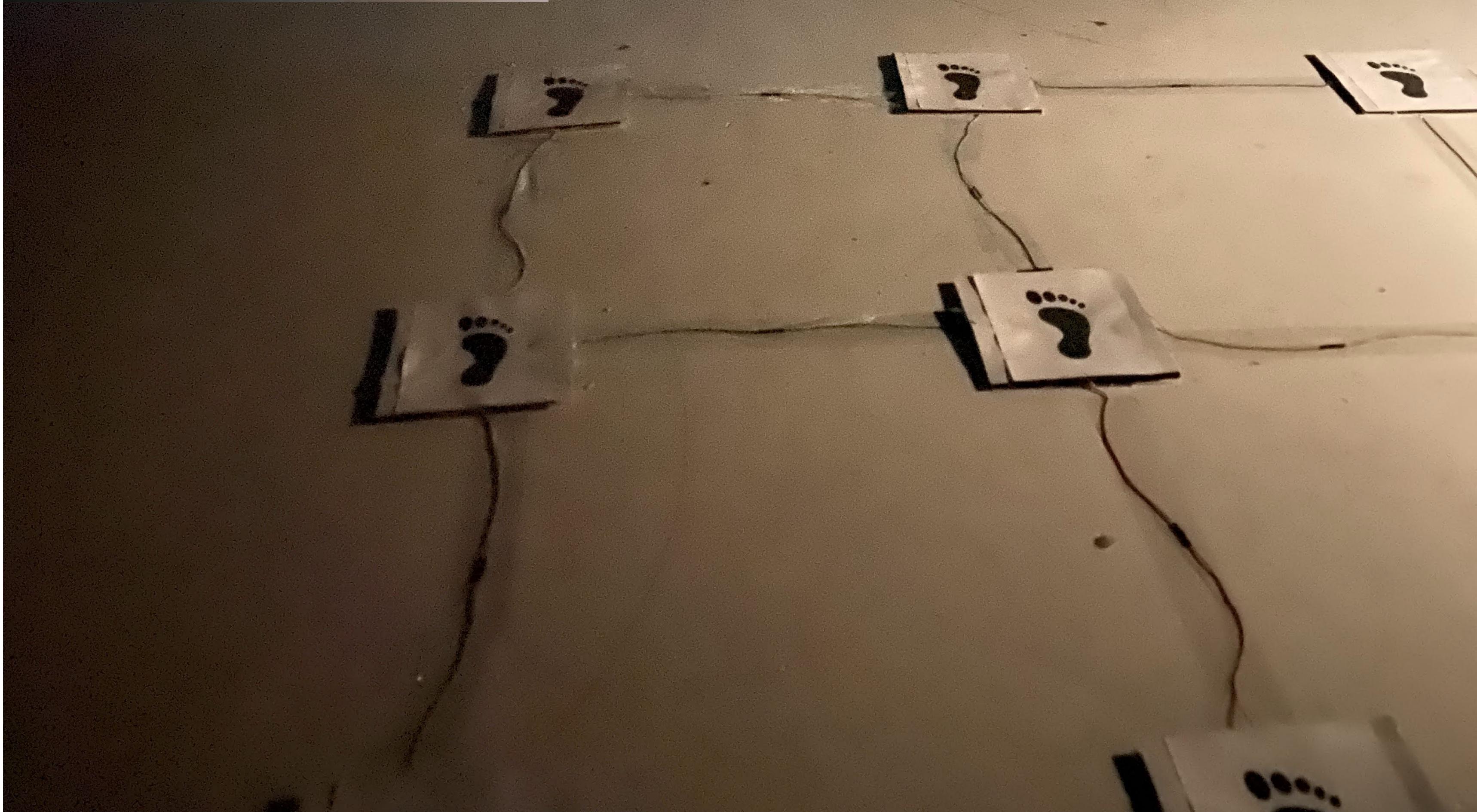
## TOOLS USED



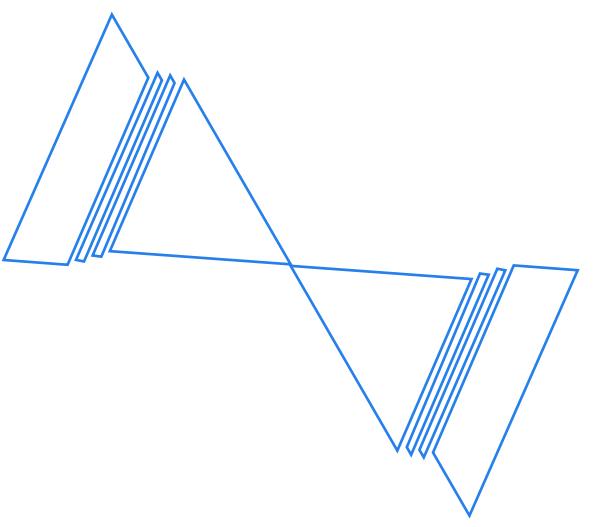
[https://github.com/rewritablehere/  
digitalfutures/tree/main/StepInStepOut](https://github.com/rewritablehere/digitalfutures/tree/main/StepInStepOut)



[youtu.be/5xuYQlVcGq8](https://youtu.be/5xuYQlVcGq8)



Thank you for your time!



[anantha.ocad@gmail.com](mailto:anantha.ocad@gmail.com)



[twitter.com/@rewritablehere](https://twitter.com/@rewritablehere)