

# Anantha Chickanayakanahalli

# Product & New Media Designer

## 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

### SKILLS

Interaction Design, Visual Design, Data Visualization, 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), Sketch, Figma, Axure, Zeplin, P5JS, Arduino, HTML/CSS/JS (beginner), Unity, Blender

### PERSONALITY

Self-organized, result-oriented, fast learner

#### LANGUAGES

English, Hindi, Kannada

### CONTACT



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### PORTFOLIO



rewritablehere.github.io/folio/Anantha\_C\_Portfolio.pdf

# Anantha Chickanayakanahalli

Airport Gates Operating System	UX Design
Indoor Air Quality Mgmt. System	
Contract Management System	
Visa Processing Ecosystem	

# UX Research | Interaction Design | Visual Design | Prototyping | User Testing

As an advanced UX Designer for Honeywell Airports Business Projects, I been a lead for various projects for creating HMI systems at airports that were usable and effective. This included creation of both User Experience strategy as well as artifacts. The product called Honeywell Turnaround Manager (for Apron Controllers to operate gates) got shipped in 2021.

# uality stem

#### UX Design | Visual Design | Prototyping

Freelanced as a UX Designer for a North American Indoor Air Quality products manufactures for building their new ecosystem. From the view a super admin has all the way to a wall panel that an end customer will look at in the building lobby of their facility being managed by this Indoor Air Quality Monitoring System.

# tract ment stem

#### UX Research | Interaction Design | Visual Design | Prototyping

As a part of my own startup, I designed a turnkey responsive web app software application that helps legal professionals like lawyers, chartered accountants as well as end users who do not have background in legal documentation create contracts effortlessly by making a template creation tool (for professionals) as well as a template editor dashboard (for end users).

## SSING stem

#### UX Research | Interaction Design | Visual Design | Prototyping

Designed the Web UI for NetBackup Appliance, a turnkey data backup solution for small and medium businesses. Netbackup being a legacy Symantec Product, which had its entirety in Command Line Interface, my work along with my team, included giving it a face for existing users as well as for new ones.

# New Media

Mixed-Reality Folktales

#### Research | Prototyping

Bringing South Asian folktales in Augmented Reality in the correct way to suit the new medium and also keeping alive the nuances of what folktales have been doing till now. The project aims 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. This is meant to be for both children and adults and this experience is meant to be consumed indoors, in livings rooms.

# Typing Game

#### Storyboarding | 3d modelling | Game Design | Testing

As a team of seven designers/developers, we created, tested and released a single player typing game called Type of the day which is a typing game on adrenaline. The name started as 'Type-to-win' and became 'Type of the day' because the character was going to experience an 'abnormal' normal day.