

Anantha
Chickanayakanahalli



Product & New
Media Designer

UX Design Projects

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)

PROJECT 5



Type Of The Day (Game Design | 3d modelling | storyboarding)

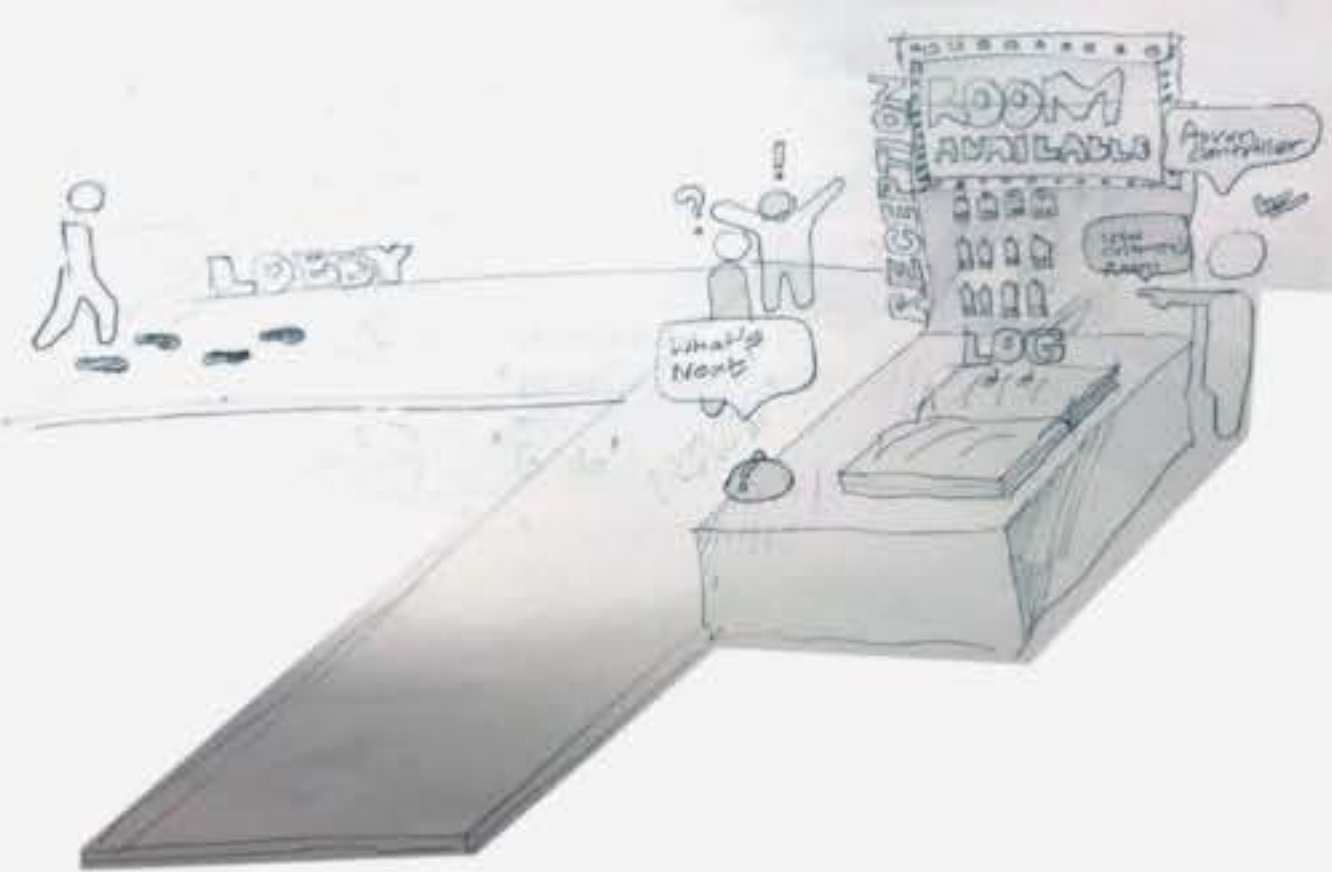
PROJECT 6



Step-In-Step-Out (Tangible Installation | concept | touchdesigner & projection mapping)

New Media Design Projects

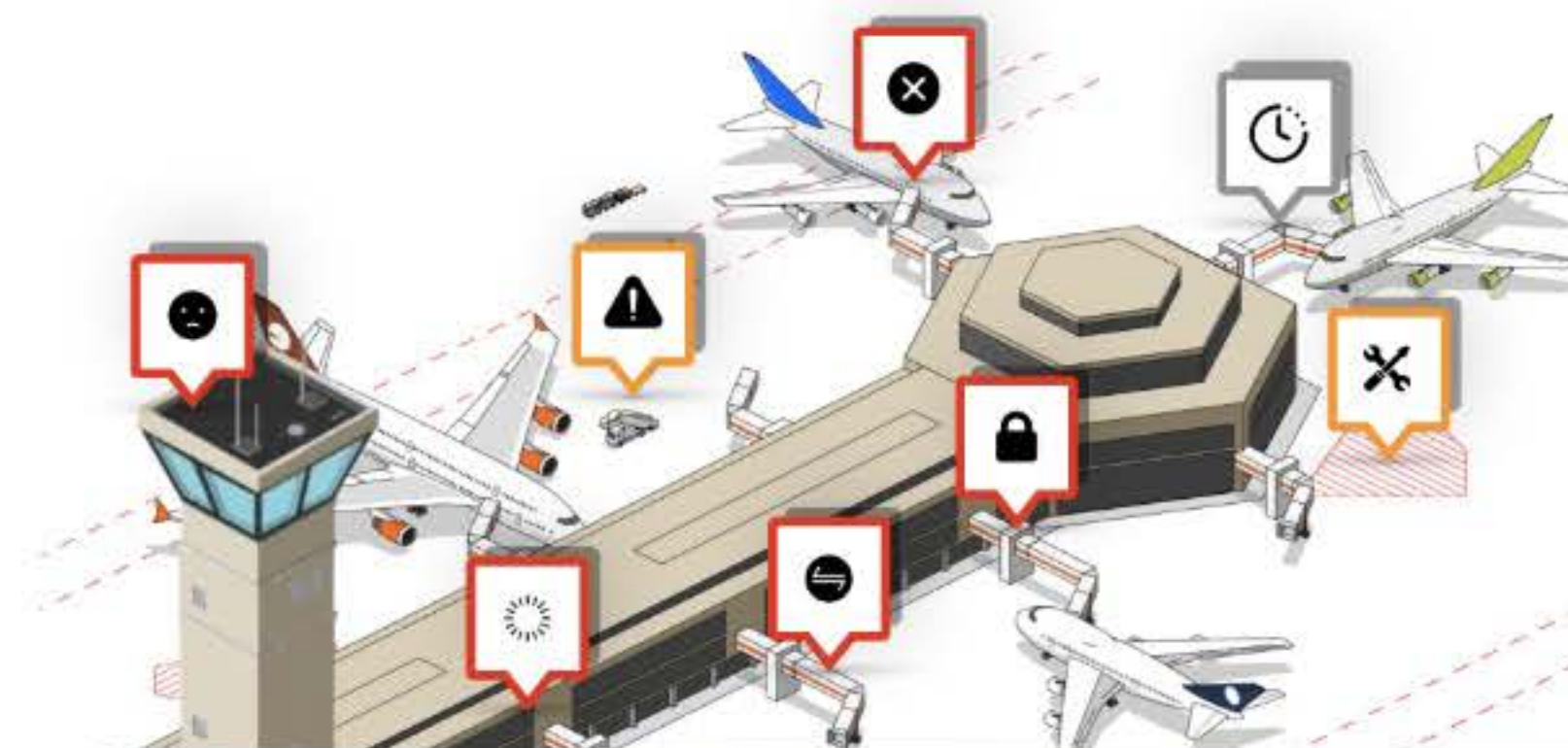
UX Design Projects



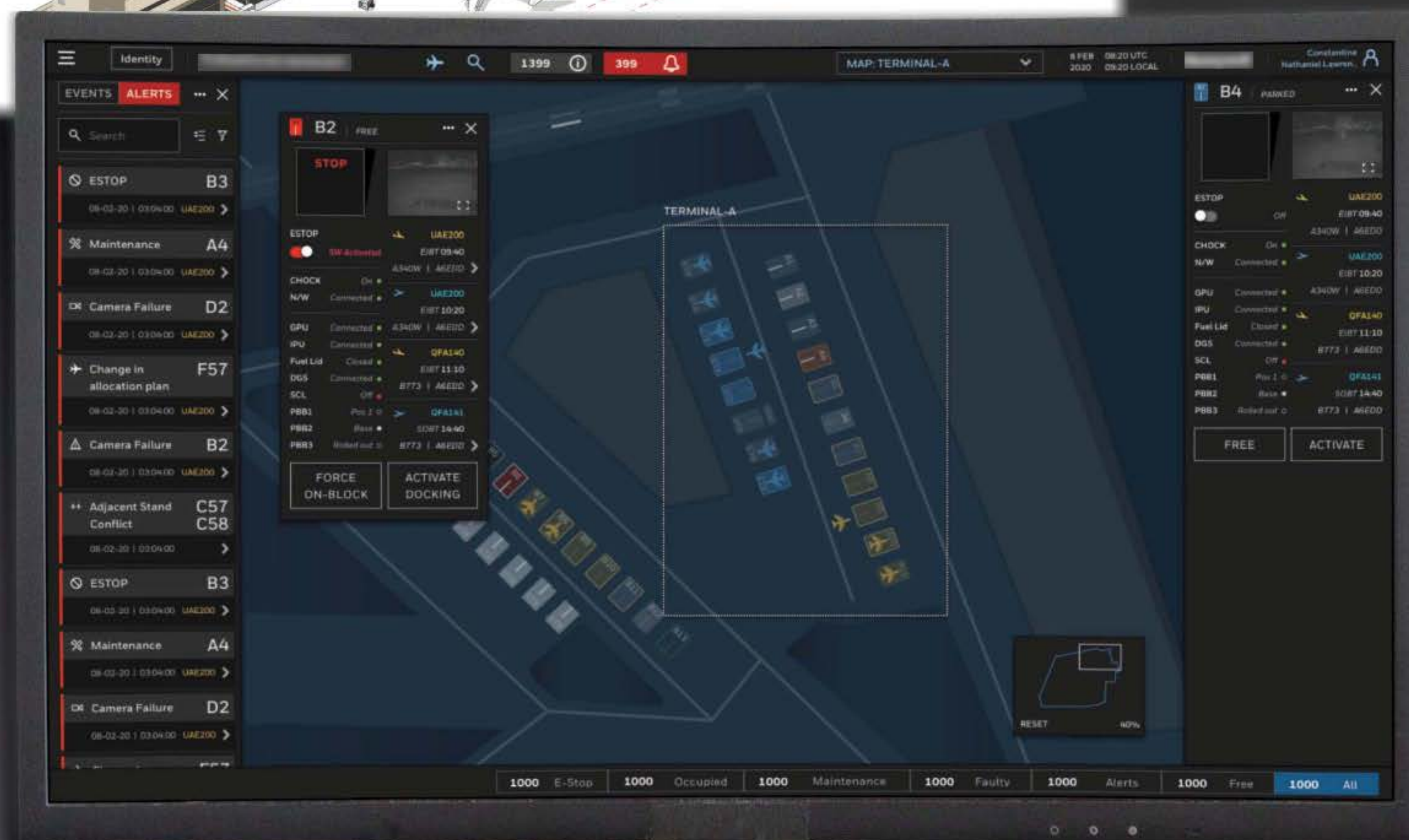
Enabling smooth turnaround of flights at airports operated by Apron Controller who manages traffic in the gates/aprons, the Gates Operating System provides alerts and controls to mitigate and tactically solve problems.

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)

TOOLS USED

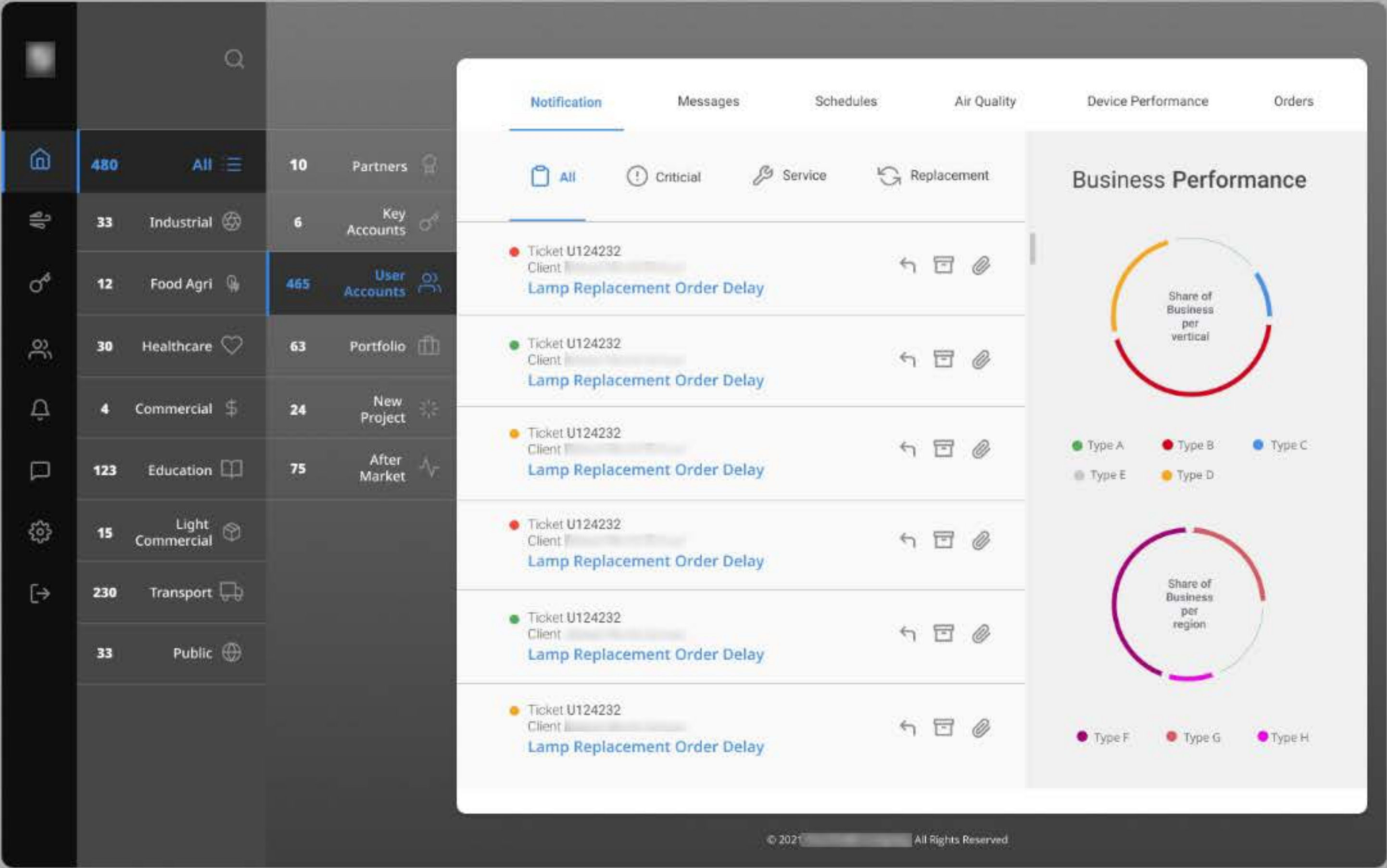


airport gates operating system



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

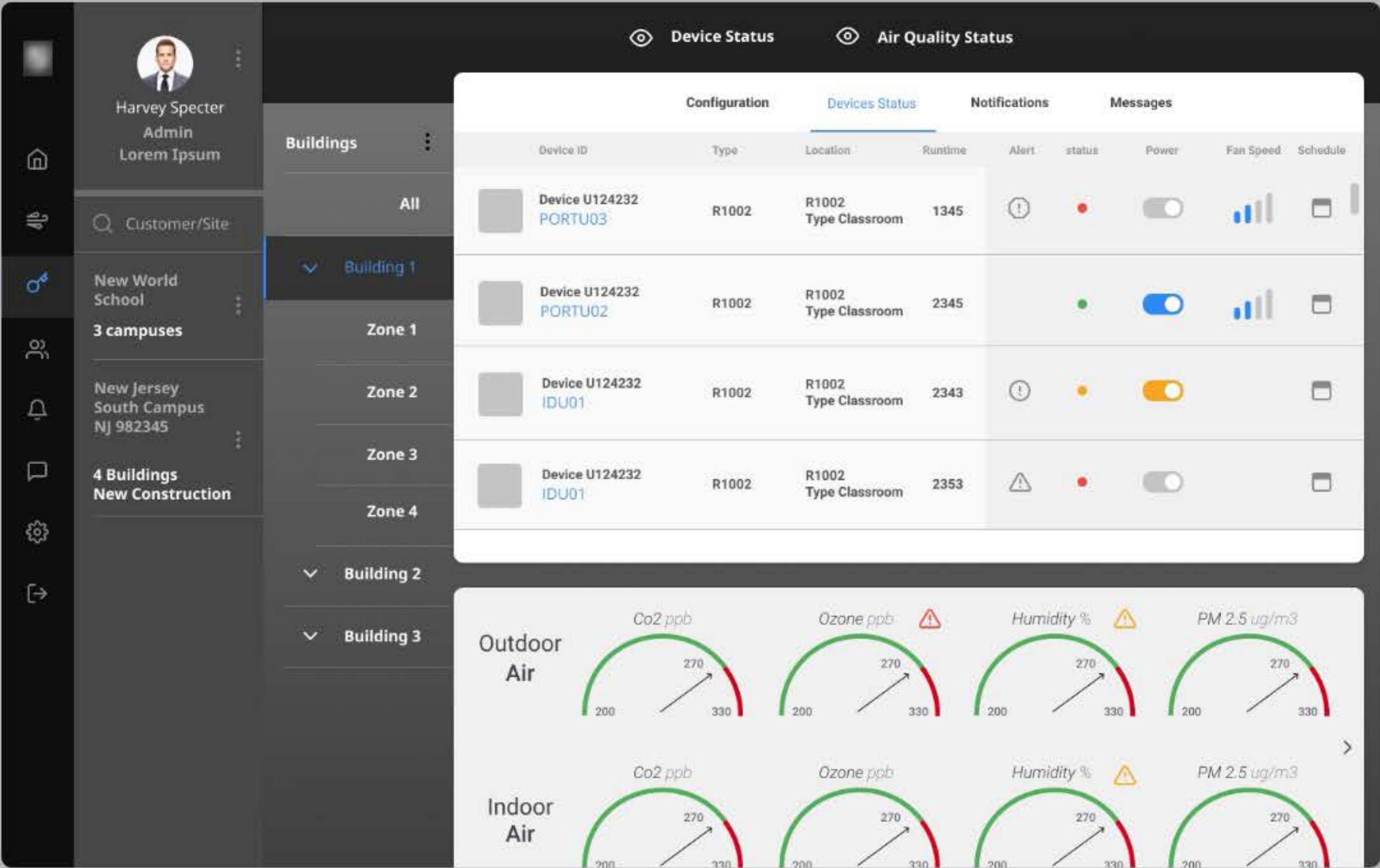
TOOLS USED



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



IAQ monitoring

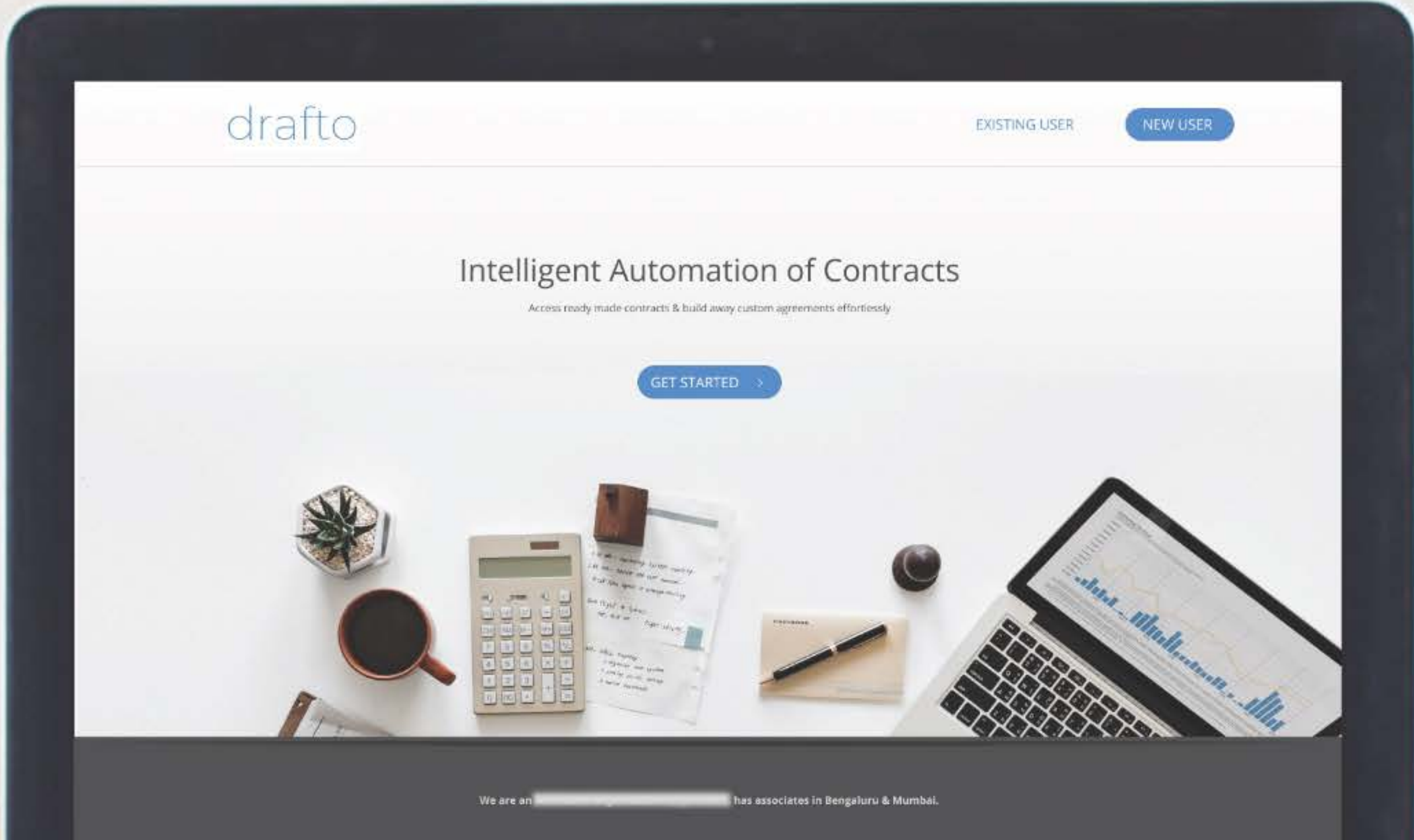
A tool where you can draft your contracts objectively and fill in as little information as possible and let the system fetch, pre-fill and automate your documentation work leaving you to think about the language necessary to keep you off liability and risk as much as possible.

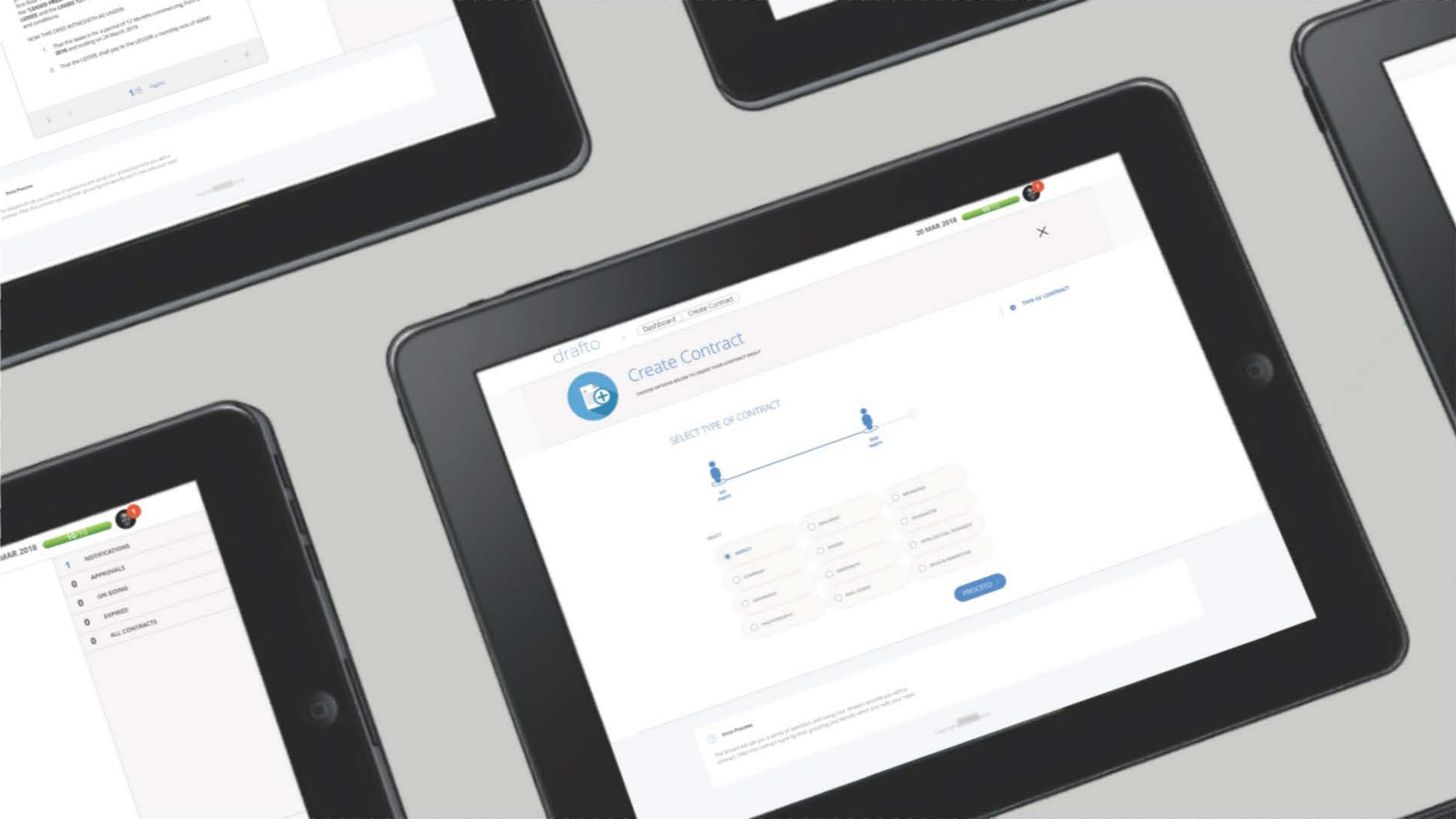
contract mgmt. system

TOOLS USED

 invis.io/E510NI7R7JY4
(password: iac)





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

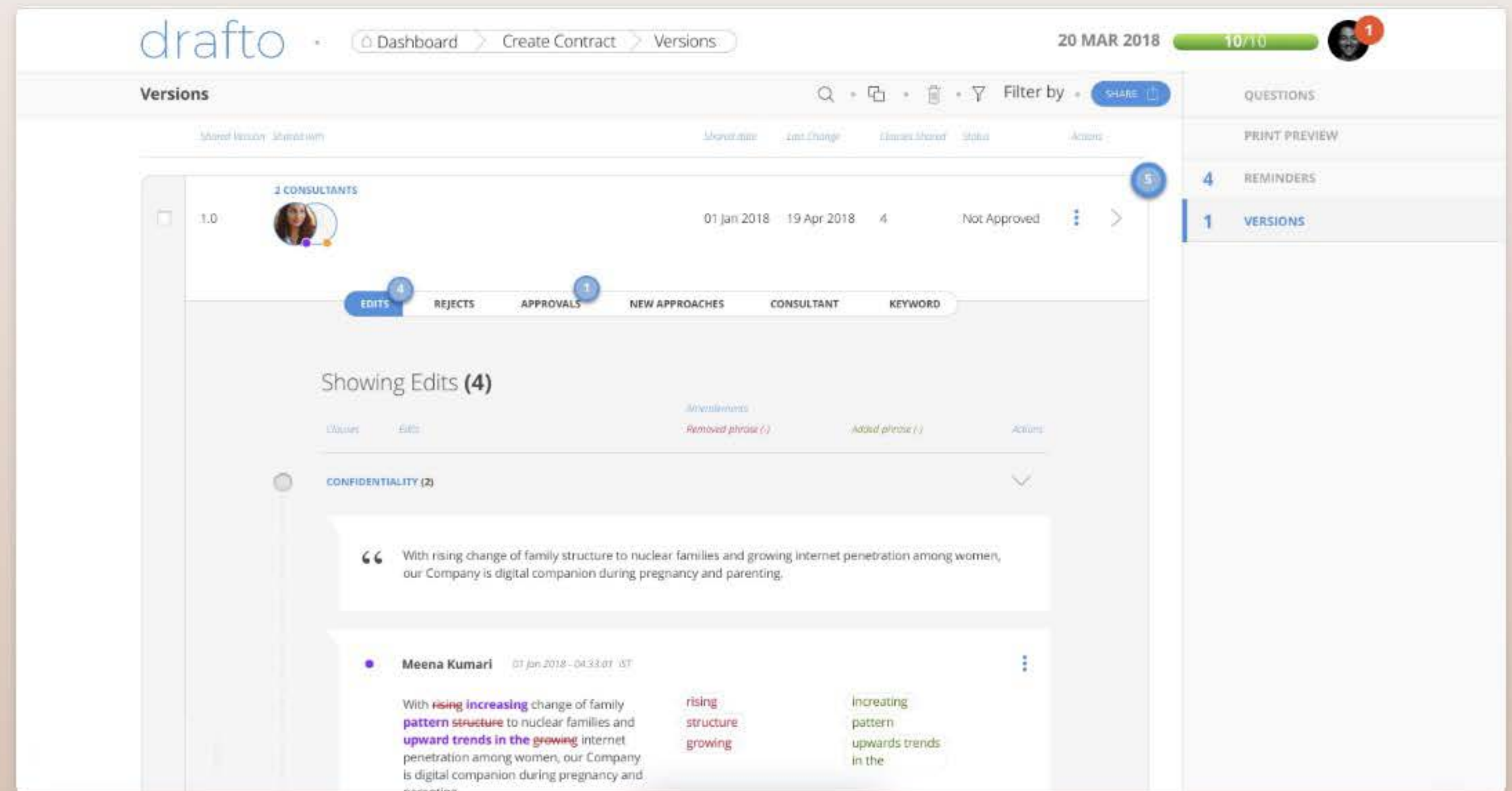
work with content smartly, highlight the consequences of content (helps save time and money for client and owner)

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

that is there 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://adobeaero.app.link/uXCAGwZfDub>

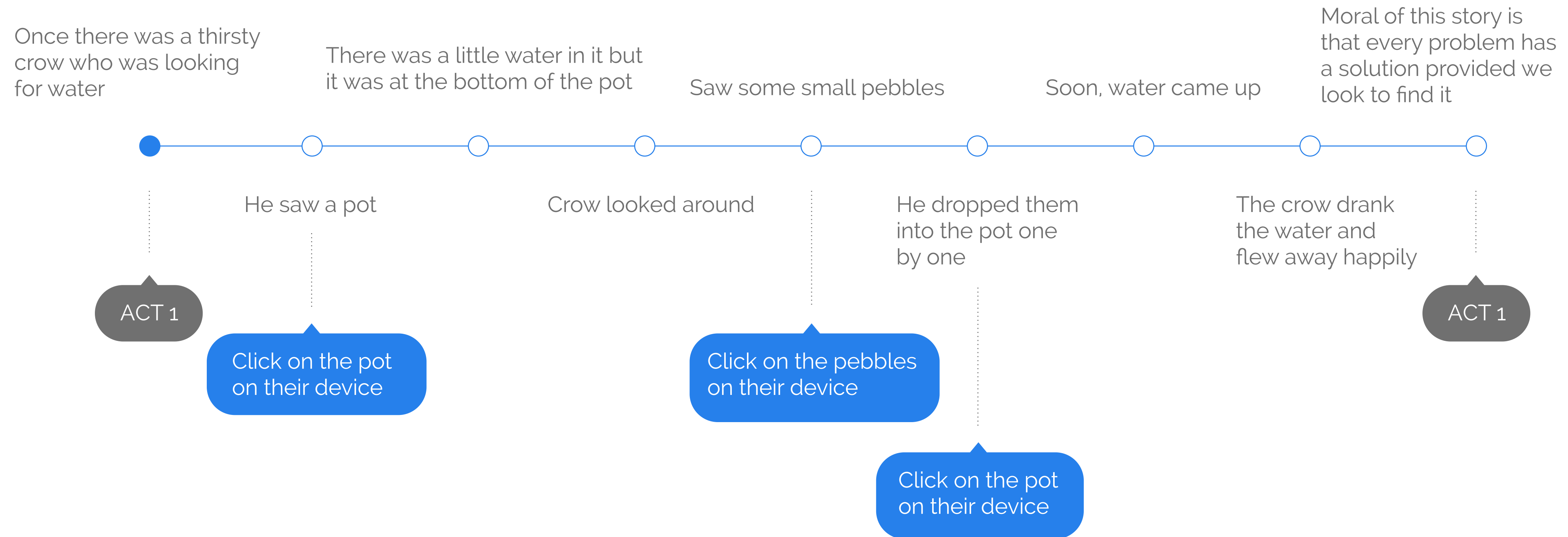


mixed reality folktales

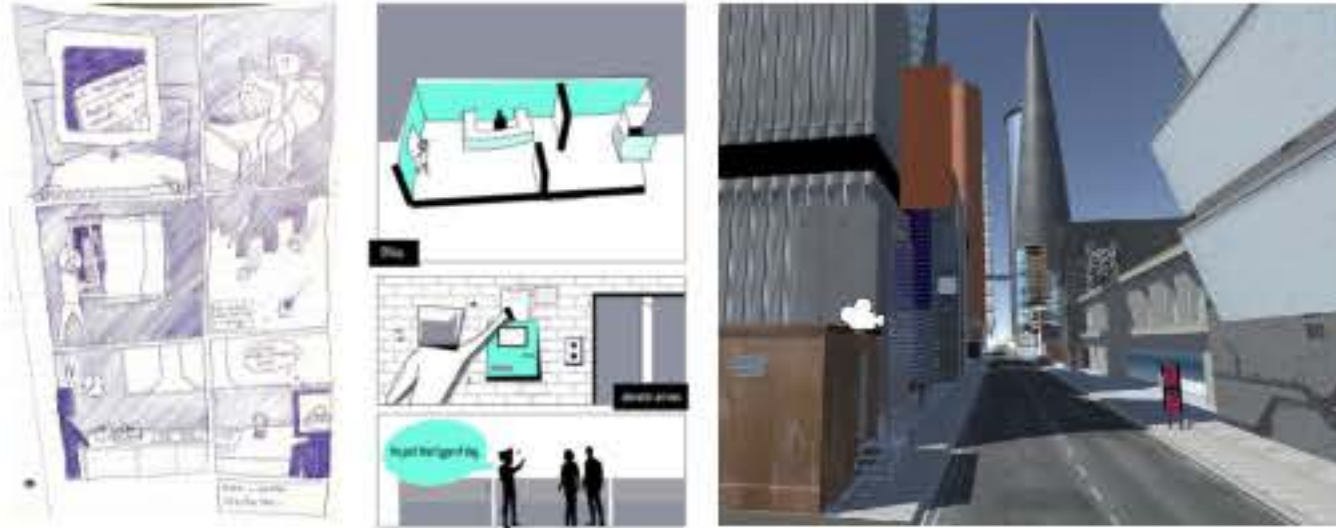


mixed reality folktales

STORY ACTS & INTERACTION



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

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.

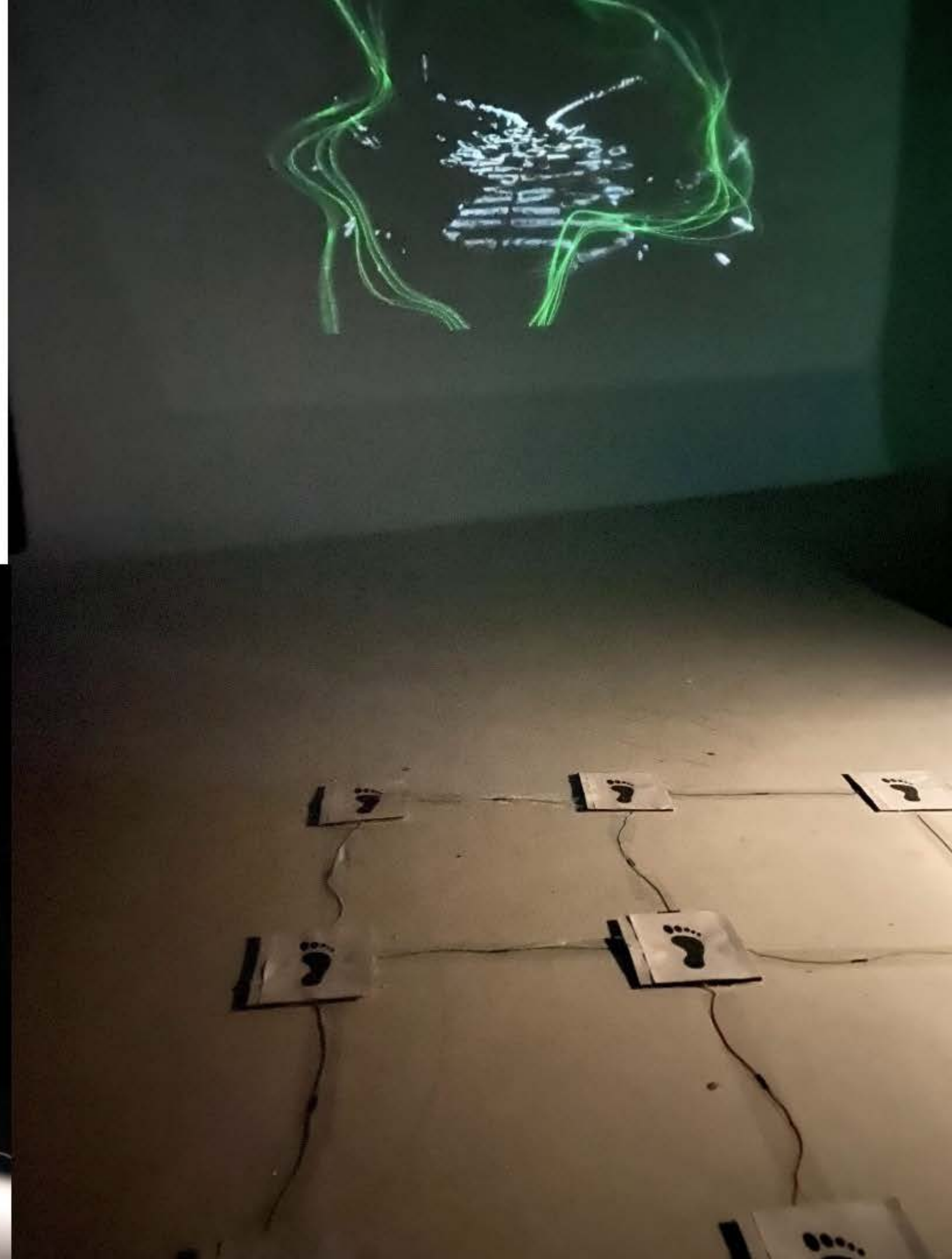
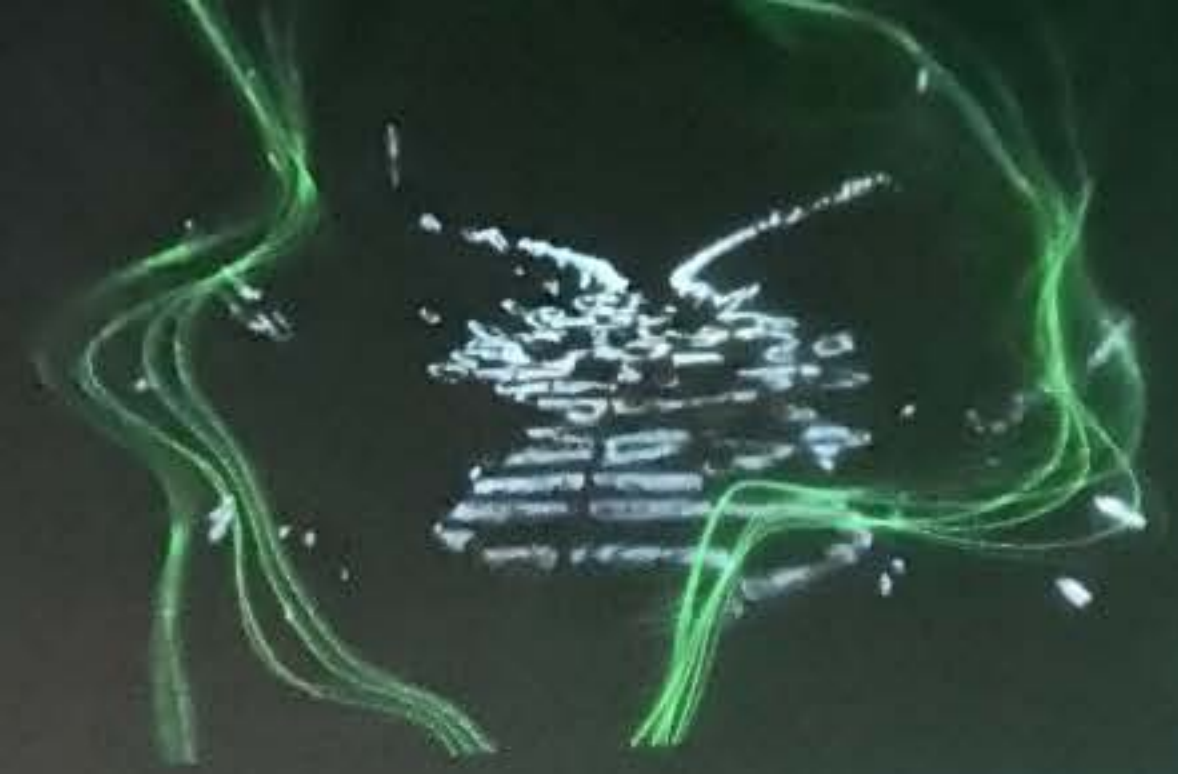


[https://github.com/rewritablehere/
digitalfutures/tree/main/StepInStepOut](https://github.com/rewritablehere/digitalfutures/tree/main/StepInStepOut)



youtu.be/5xuYQLVcGq8

TOOLS USED





Anantha Chickanayakanahalli

Product & New Media designer

PORTFOLIO



rewritablehere.github.io/folio

SKILLS

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

TOOLS

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

PERSONALITY

Self-organized, result-oriented, fast learner

LANGUAGES

English, Hindi, Kannada

CONTACT



ananthac@ocadu.ca



linkedin.com/in/ananthac

EXPERIENCE



OCAD University
2012-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



RK Enterprises
2012 - 2013 Freelance UX Designer



Symantec
2001-2012 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

Thank you for your time!

Icon credits

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