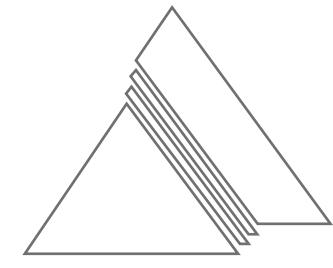


Anantha  
Chickanayakanahalli



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. On a lighter note, Interaction Design is act of [reducing entropy of a system](#). 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 on tv shows and anime.



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

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, 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

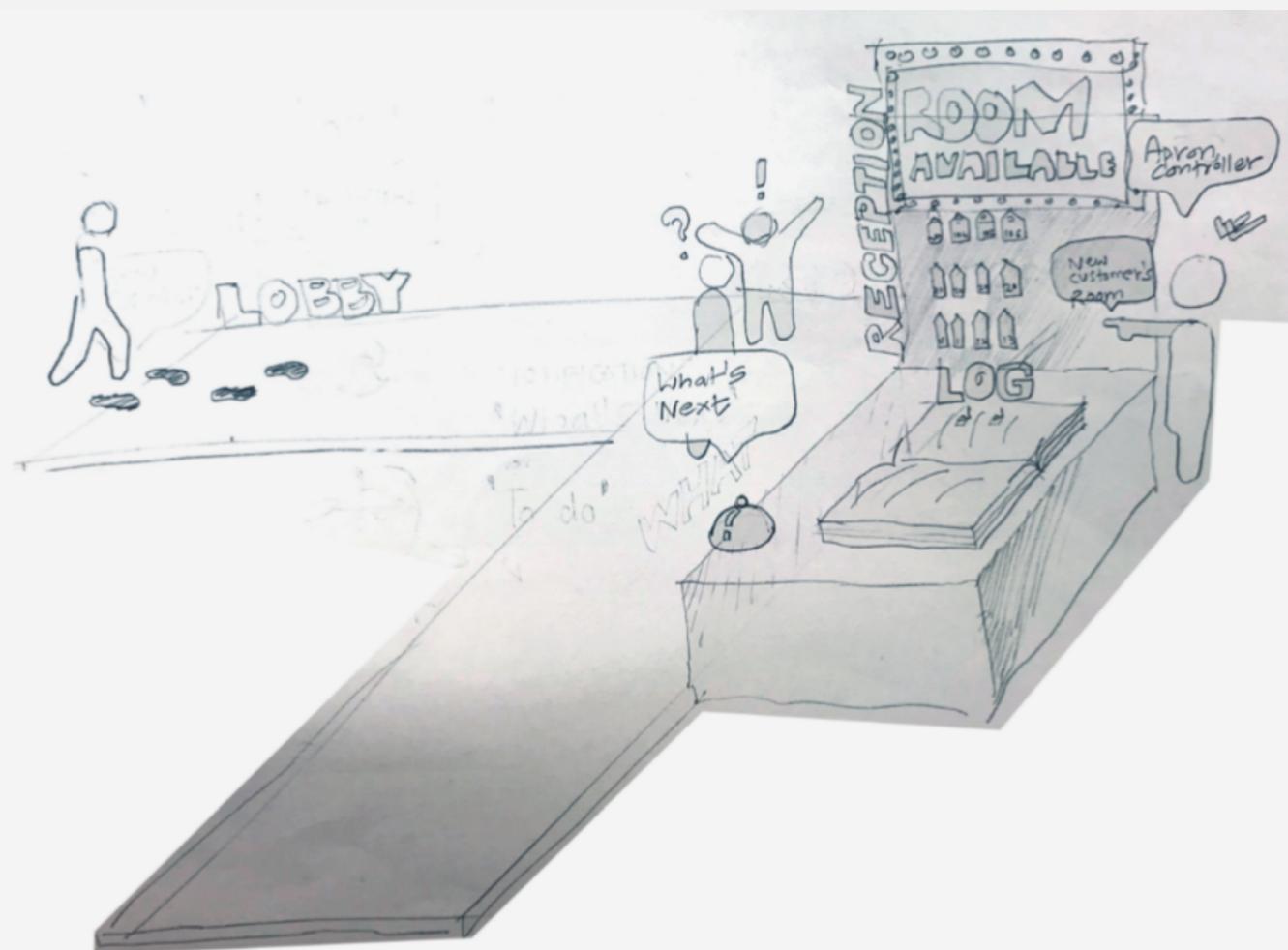
### PROJECT 6

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

# UX Design Projects

## Design Challenge

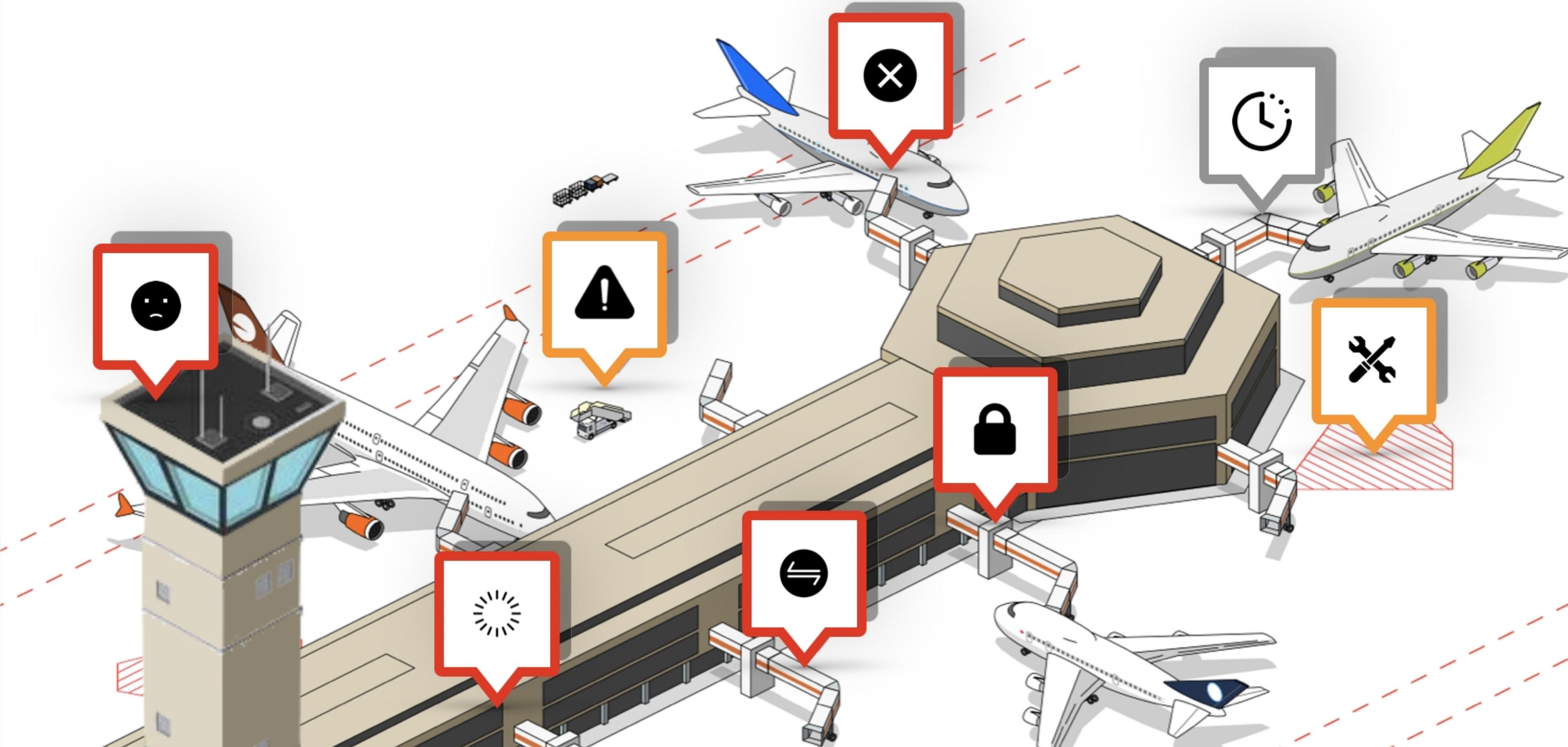
Making sure a controller can look at multiple gates and get into nittigrities of each gate, see which flights are upcoming for it, whilst being able to multitask with assigning actions to ground safety equipment staff, pilots, bridge controllers without being overwhelmed.



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)

# AIRPORT GATES OPERATING SYSTEM

## PROBLEMS AT GATES

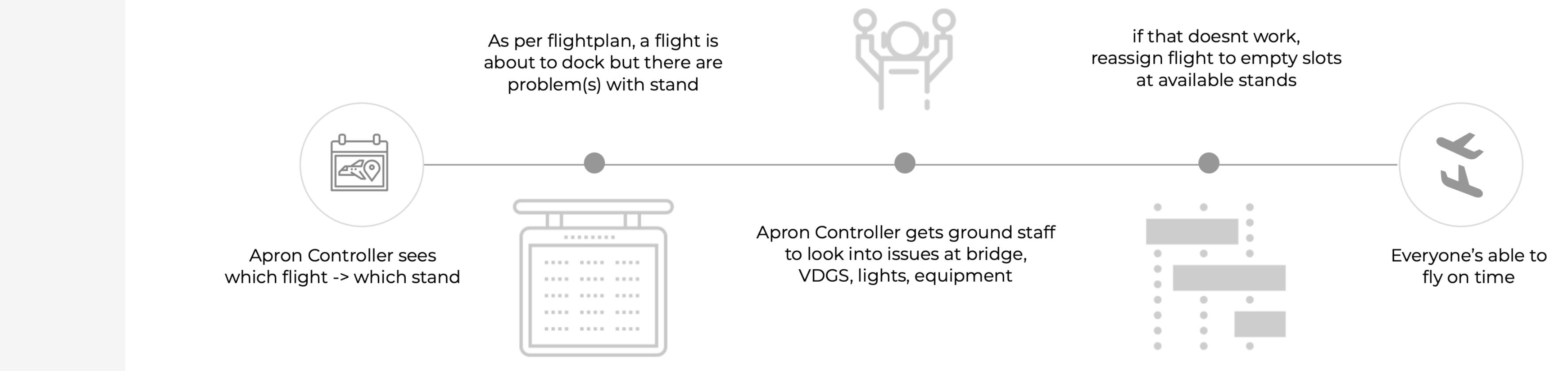


## GATE INFO

B2 | FREE

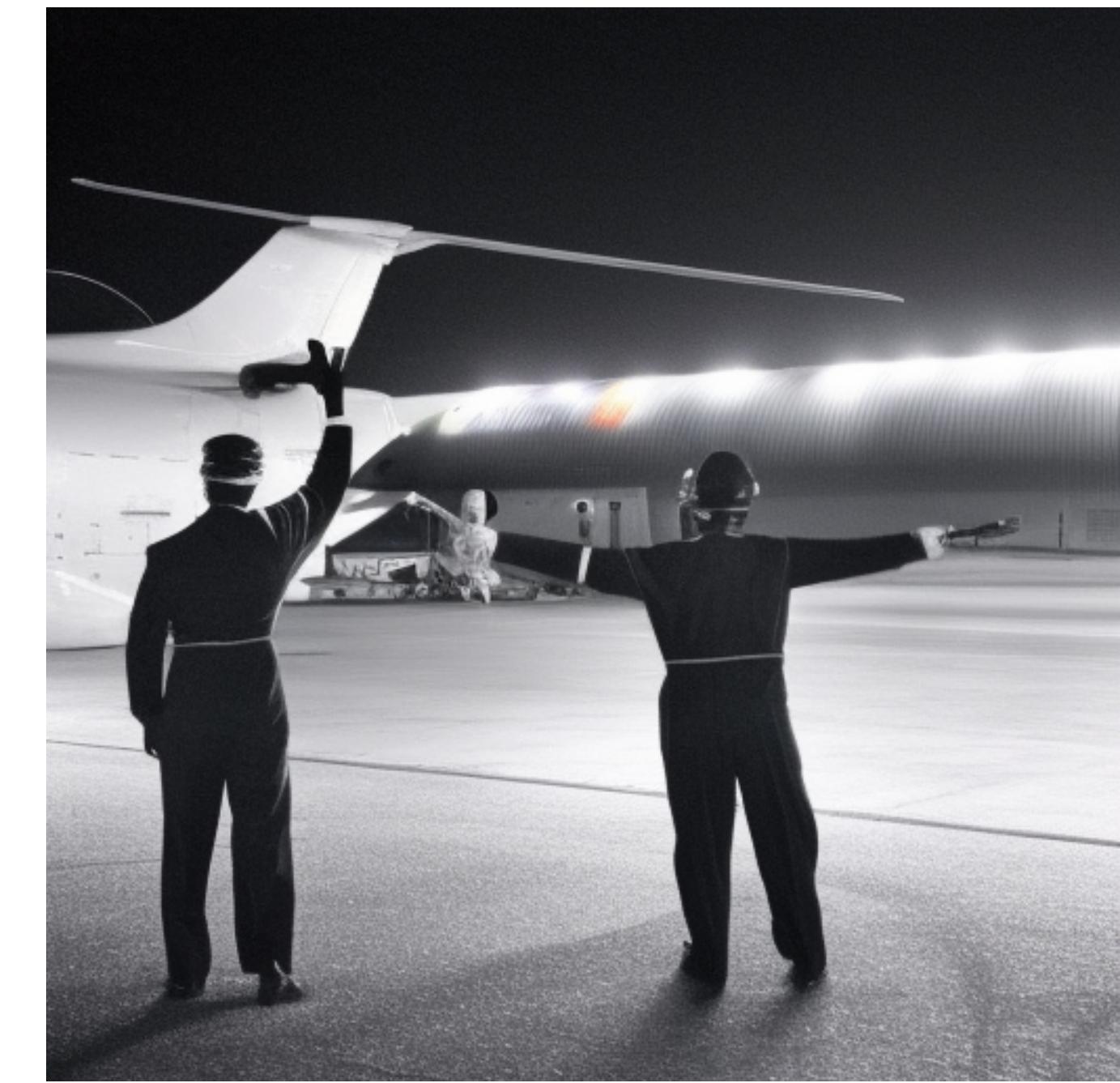
**STOP**

## JOURNEY MAP



**Ground crew or Ground Safety Equipment staff, Marshallers:** 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 does not happen manually in big airports nowadays but with Automatic Visual Docking Guidance Systems (A-VDGS).



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.

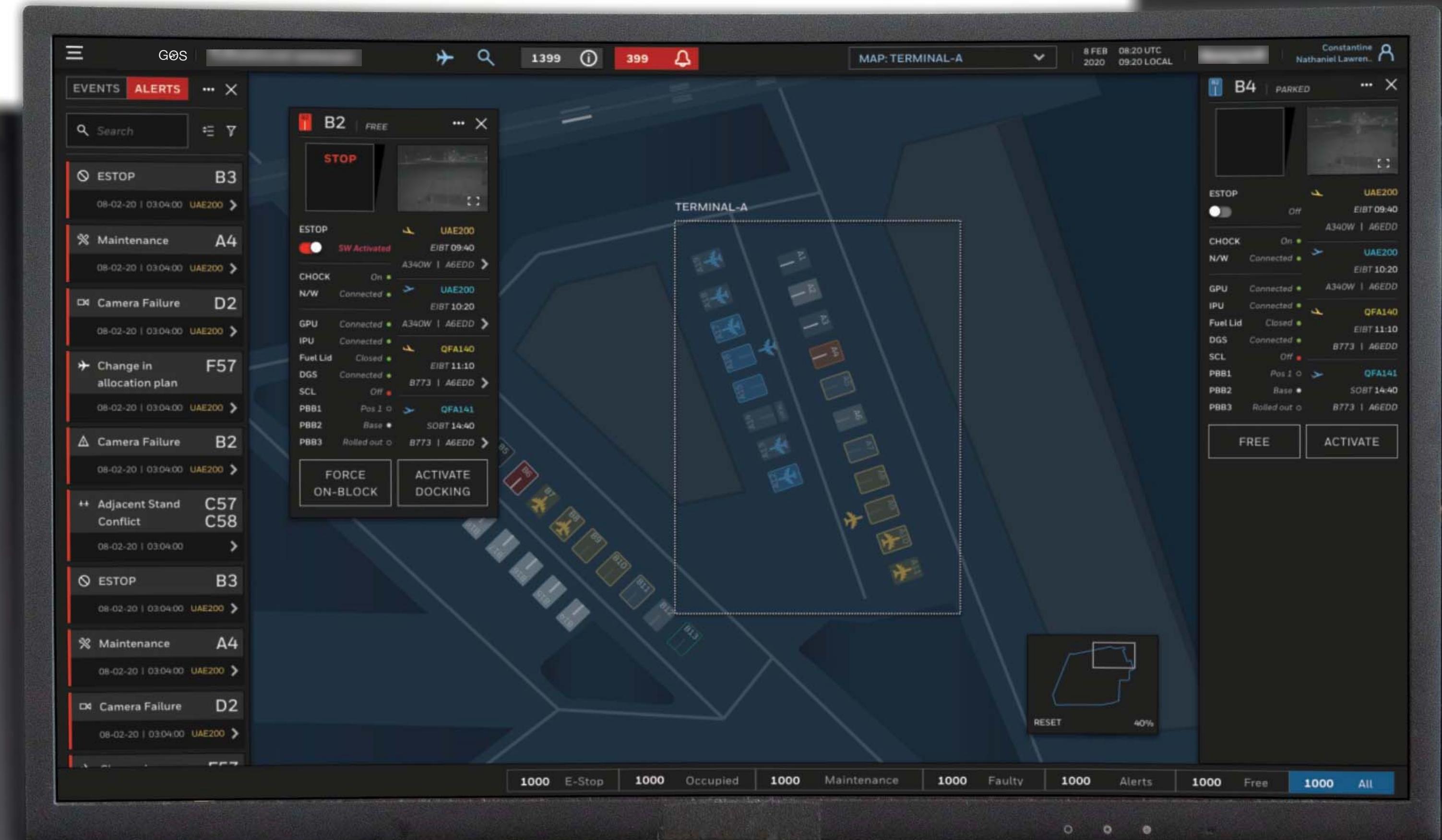
Xd Case Study

TOOLS USED



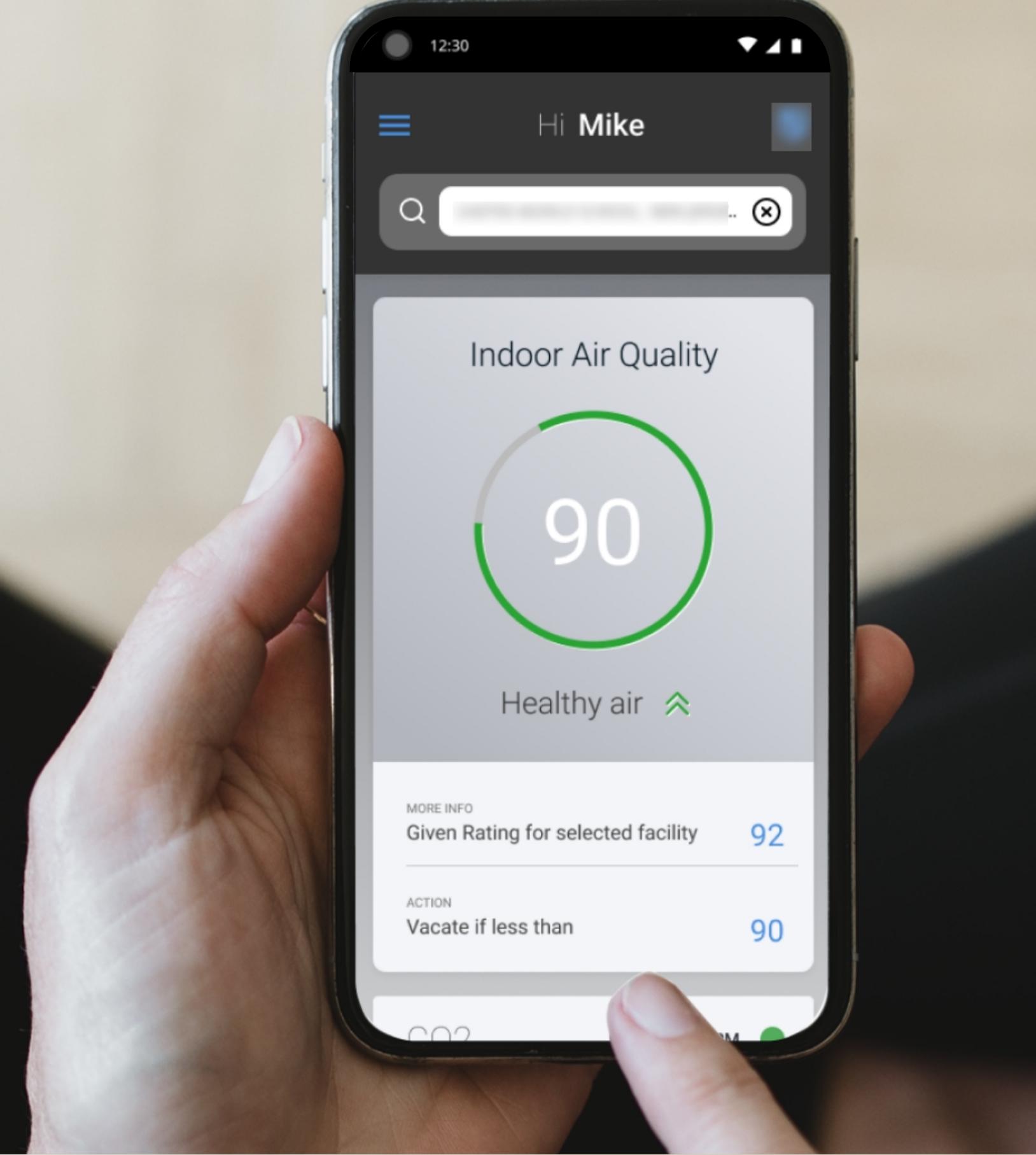
# AIRPORT GATES OPERATING SYSTEM

## HUMAN-MACHINE INTERFACE



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 **facility admin dashboard** that gives different levels of information about the site along with the equipment statuses and allowing to follow up on any tickets raised by them.

The dashboard interface includes a top navigation bar with 'Device Status' and 'Air Quality Status' tabs. The main content area is divided into two main sections: 'Devices Status' and 'Air Quality Status'.

**Devices Status:**

Device ID	Type	Location	Runtime	Alert	Status	Power	Fan Speed	Schedule
Device U124232 PORTU03	R1002	R1002 Type Classroom	1345	!	●	Toggle	Bar	Icon
Device U124232 PROU02	R1002	R1002 Type Classroom	2345	●	●	Toggle	Bar	Icon
Device U124232 IDI01	R1002	R1002 Type Classroom	2343	!	●	Toggle	Bar	Icon
Device U124232 BOSS01	R1002	R1002 Type Classroom	2353	!	●	Toggle	Bar	Icon

**Air Quality Status:**

Indoor Air Quality		Outdoor Air Quality	
AQ Index	Temperature	AQ Index	Temperature
73 ppb	73°F	LOW	73°F
Oxidants	Humidity	Humidity	Flu Index

Below these summaries, detailed data is provided for each building:

- Building 1:** Zone 1, Zone 2, Zone 3, Zone 4
- Building 2:**
- Building 3:**
- Building 4:**

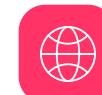
At the bottom right, there are two warning icons: 'High CO2: Increased occupancy' and 'High PM2.5: Check air filters'.

TOOLS USED



# IAQ MONITORING

A tool for drafting your contracts objectively and filling in as little information as possible. 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.



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

(password: iac)

TOOLS USED



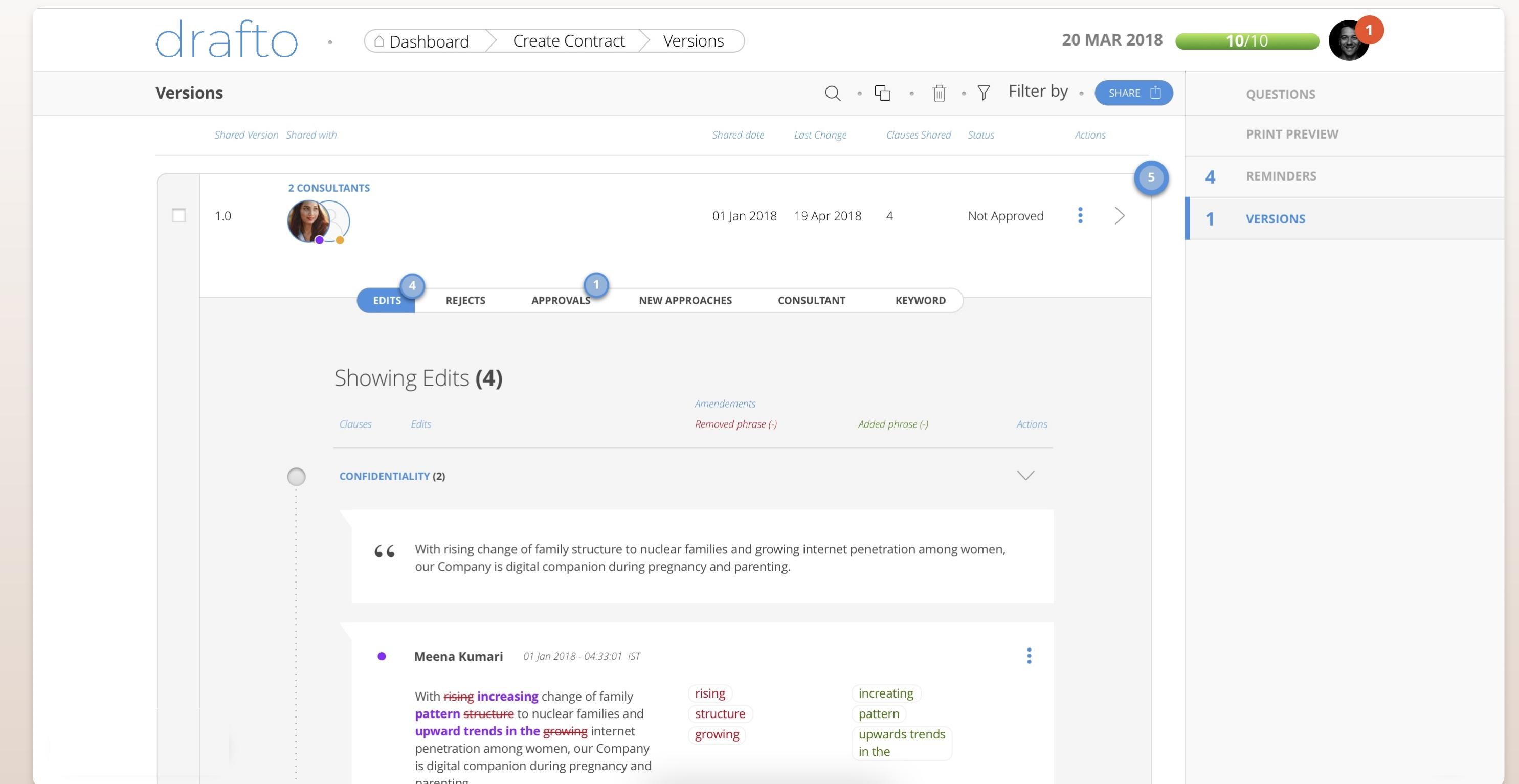
# CONTRACTS MGMT. SYSTEM

The screenshot shows the homepage of the drafto website. The top navigation bar features the brand name "drafto" on the left, and "EXISTING USER" and "NEW USER" buttons on the right. Below the navigation is a large heading "Intelligent Automation of Contracts" followed by a subtitle "Access ready made contracts & build away custom agreements effortlessly". A prominent blue "GET STARTED >" button is centered below the text. The background of the page is a photograph of a workspace with a calculator, a laptop displaying a line graph, a notepad with handwritten notes, a pen, and a small potted plant.

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)



# CONTRACTS MGMT. SYSTEM

first floor  
the "LEASED PREMISES" and the LESSEE has  
and conditions:  
NOW THIS DEED WITNESSETH AS UNDER:  
1. That the lease is for a period of 12 Months commencing from 2  
2018 and ending on 24 March 2019  
2. That the LESSEE shall pay to the LESSOR a monthly rent of 45000

1/6 Page(s)

k < > l

Print Preview  
he Wizard will ask you a series of questions and using your answers provide you with a  
contract. Filter the contract types by their grouping and identify which one suits your need.

Copyright © 2018

20 MAR 2018 10/10

 Create Contract  
CHOOSE OPTIONS BELOW TO CREATE YOUR CONTRACT EASILY

Dashboard > Create Contract

SELECT TYPE OF CONTRACT

1ST PARTY

2ND PARTY

SELECT

AGENCY

COMPANY

INSURANCE

PHOTOGRAPHY

BAILMENT

DESIGN

INDEMNITY

REAL ESTATE

BRANDING

GAURANTEE

INTELLECTUAL PROPERTY

SALES & MARKETING

PROCEED >

Print Preview  
The Wizard will ask you a series of questions and using your answers provide you with a  
contract. Filter the contract types by their grouping and identify which one suits your need.

Copyright © 2018

# 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.



[youtu.be/MhQEYtDM5Wo](https://youtu.be/MhQEYtDM5Wo)



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

## TOOLS USED



# MIXED REALITY FOLKTALES

## STORY ACTS & INTERACTION

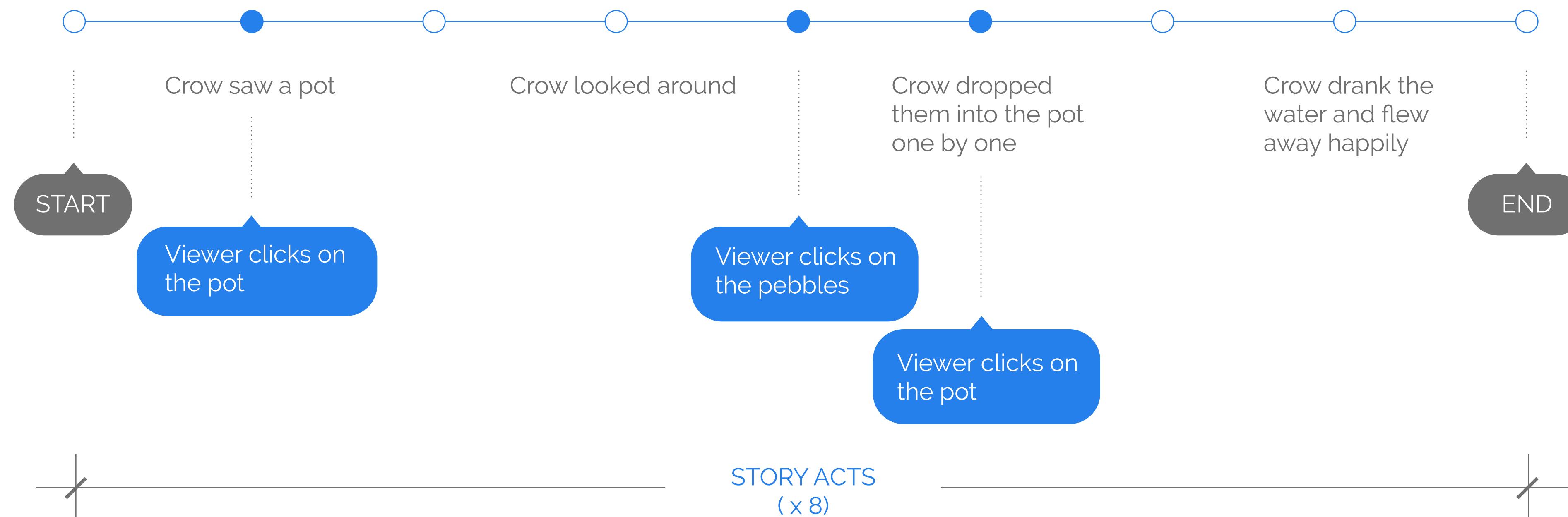
Once there was a thirsty crow who was looking for water

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 adventure 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.

## TEAM

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

## PLAYTESTING

University of Toronto Game Development Club  
& Ubisoft

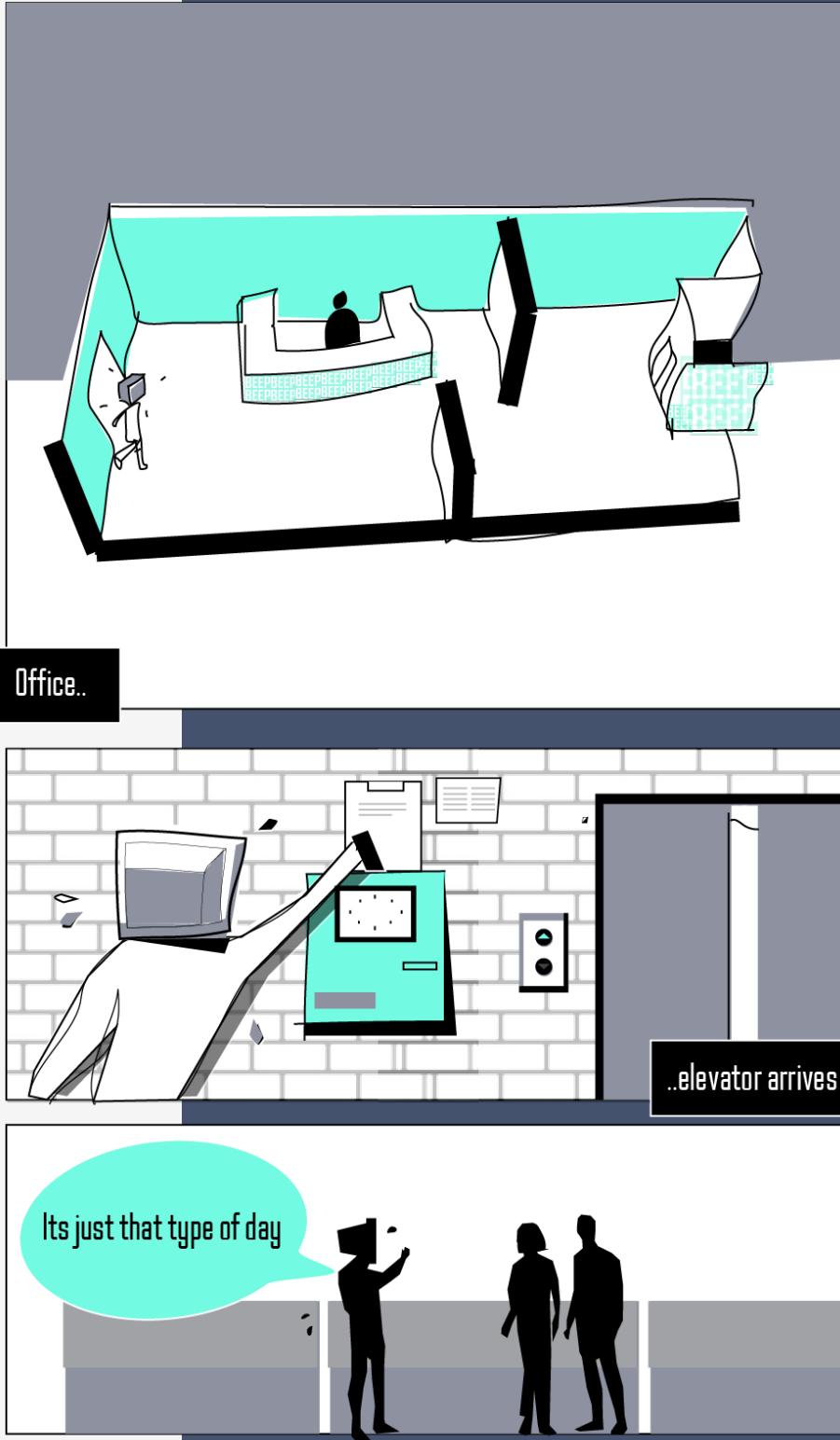
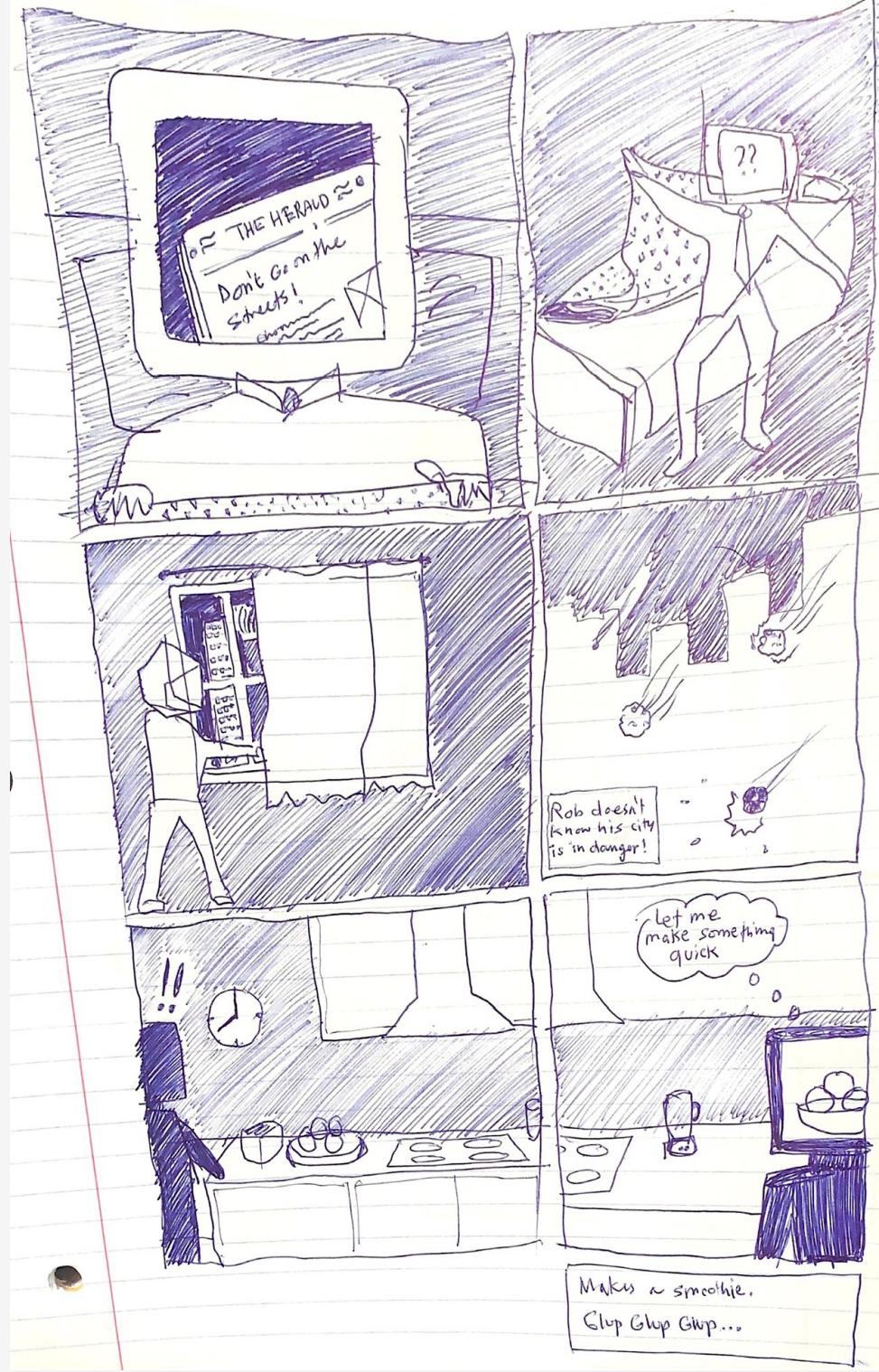
- <https://youtu.be/enNRQzSwlbM>
- <https://kevinding.itch.io/type-to-win>

## TOOLS USED

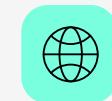


# TYPE OF THE DAY

## CUTSCENE & MODELLING



<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)

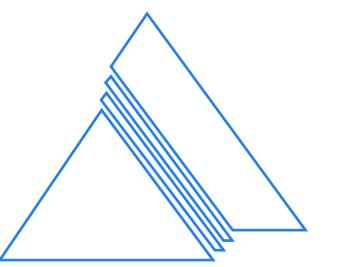


[youtu.be/5xuYQlVcGq8](https://youtu.be/5xuYQlVcGq8)

## TOOLS USED



Thank you for your time!



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



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