



# 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

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

### PERSONALITY

Self-organized, result-oriented,  
fast learner

### CONTACT

📞 +1-(905)-781-6924

📍 Toronto, Ontario

### TOOLS

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

### LANGUAGES

English, Hindi, Kannada

### PORTFOLIO

📄 [rewritablehere.github.io/folio/Anantha\\_C\\_Portfolio.pdf](https://rewritablehere.github.io/folio/Anantha_C_Portfolio.pdf)

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

🔗 [linkedin.com/in/ananthac](https://linkedin.com/in/ananthac)



UX Design	Airport Gates Operating System	<b>UX Research   Interaction Design   Visual Design   Prototyping   User Testing</b>  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.
	Indoor Air Quality Mgmt. System	<b>UX Design   Visual Design   Prototyping</b>  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.
	Contract Management System	<b>UX Research   Interaction Design   Visual Design   Prototyping</b>  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).
New Media Design	Visa Processing Ecosystem	<b>UX Research   Interaction Design   Visual Design   Prototyping</b>  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.
	Mixed-Reality Folktales	<b>Research   Prototyping</b>  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	<b>Storyboarding   3d modelling   Game Design   Testing</b>  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.