

Anantha
Chickanayakanahalli



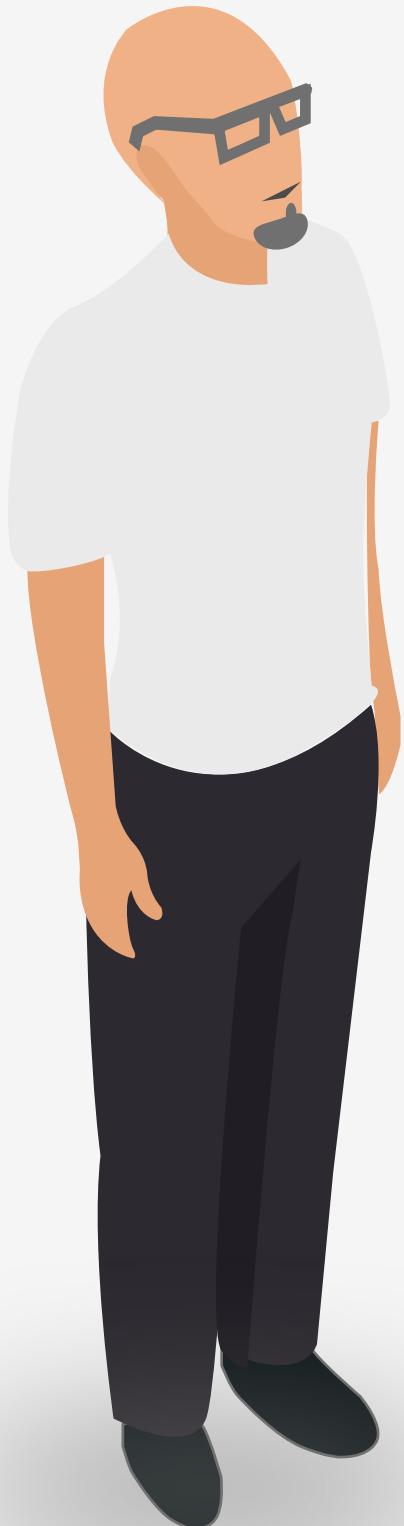
Product & New
Media Designer

Hi

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.

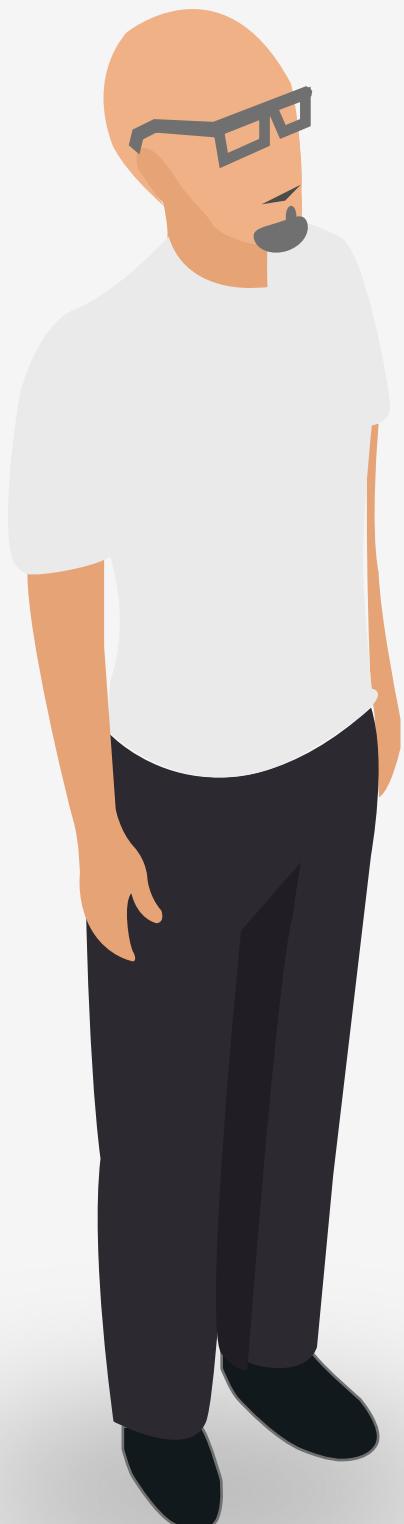
When designing products experiences, I believe in asking right all the questions.



We are dealing with more copious information streams today than we had yesterday. Getting to **key data that matters** is at the heart of usable interfaces and is not easy. No wonder the 280 character format has been successful from a decade. We shouldn't be supplementing actual text with TLDR but rather the other way around. Progressively disclose information where required and on demand.

On a lighter note, Interaction Design is act of [reducing entropy of a system](#). Apart from my work, I am excited to how AI assistants will evolve. 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.

About me



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

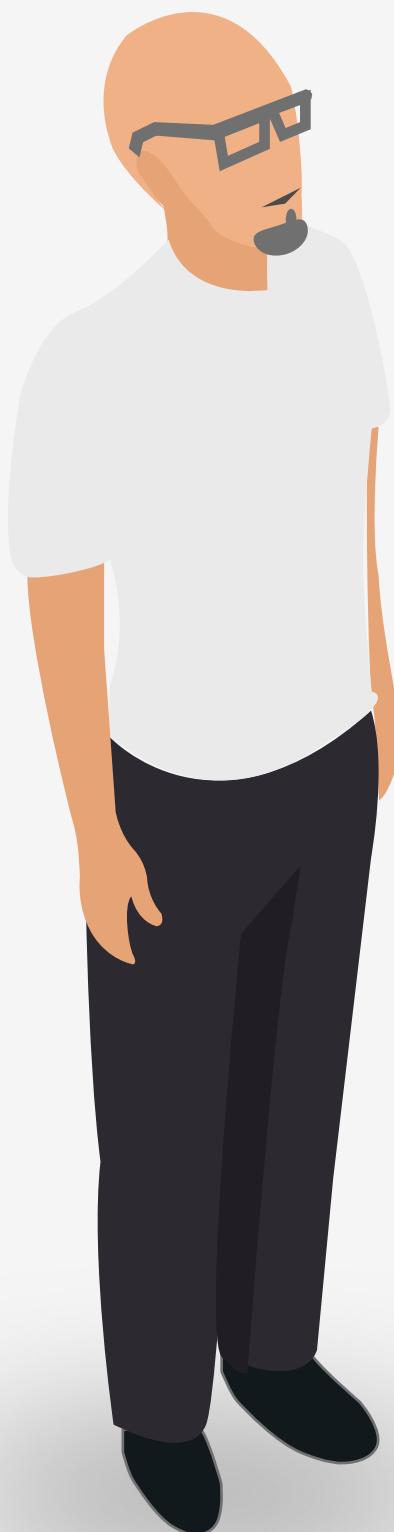
PERSONALITY

Self-organized, result-oriented, fast learner

CONTACT

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- 📍 Toronto, Ontario
- 🌐 rewritablehere.github.io/folio

Some work teasers



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

PROJECT 5

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

PROJECT 6

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

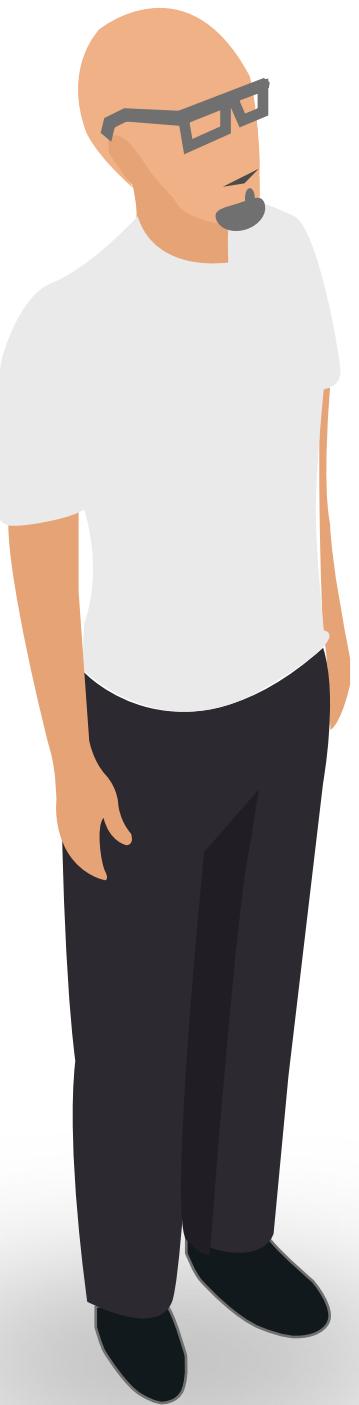
UX
Design
Projects

New Media
Design
Projects

Airport Gates Operating System

User Experience Design

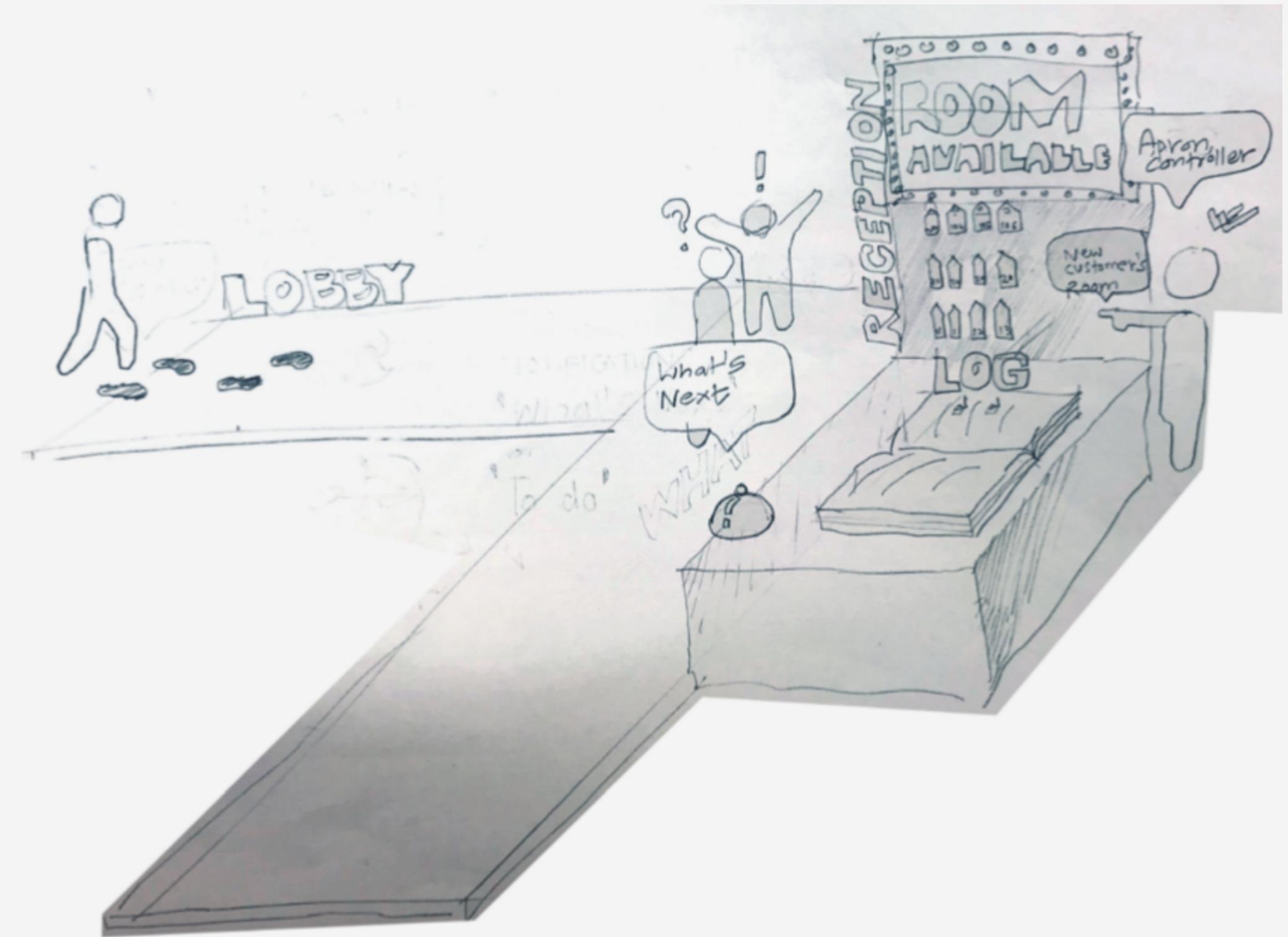
Apron Controllers are the primary persona for this tool and they manage the sequence of startups and pushbacks and route the aircraft to an agreed position adjacent to or on the taxiway. They route the aircrafts to their designated parking stand. Some airports require apron control because of the layout, where the Tower controllers cannot clearly see the Apron situation.



Airport Gates Controller is similar to a Hotel Lobby Manager



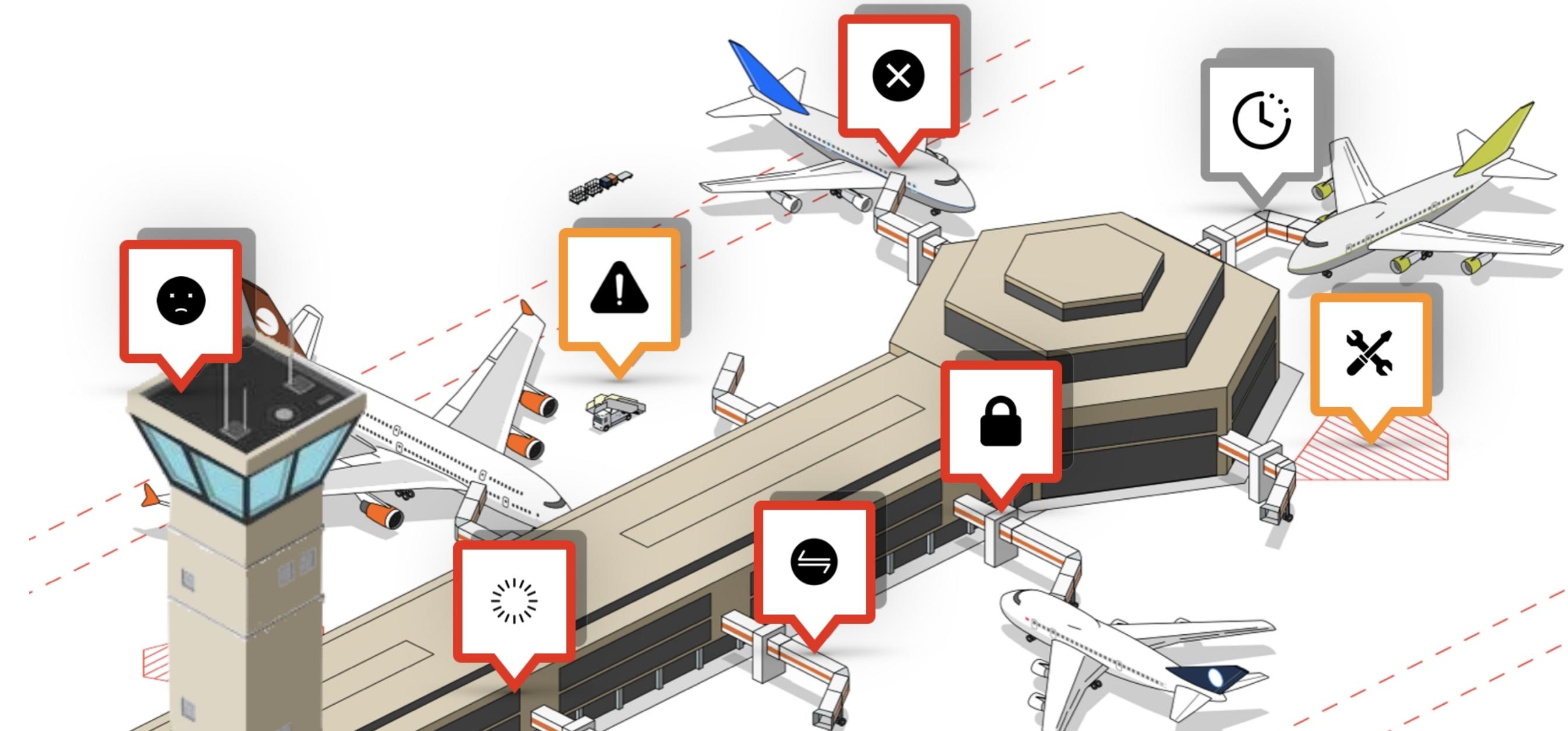
Someone is waiting (some are done waiting),
allocating new rooms,
making a list of available rooms,
taking down requirements,
first best option,
next best option,
customer is not checking out on time (overflowing)



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.



Journey Map



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.

Xd Case Study



Tools used

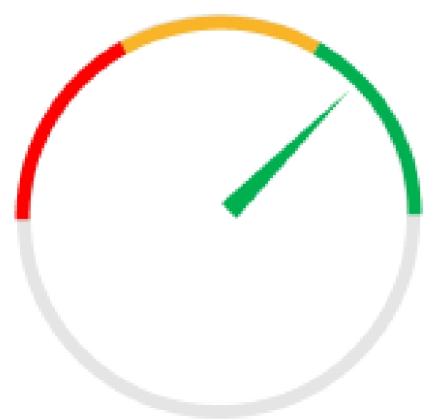
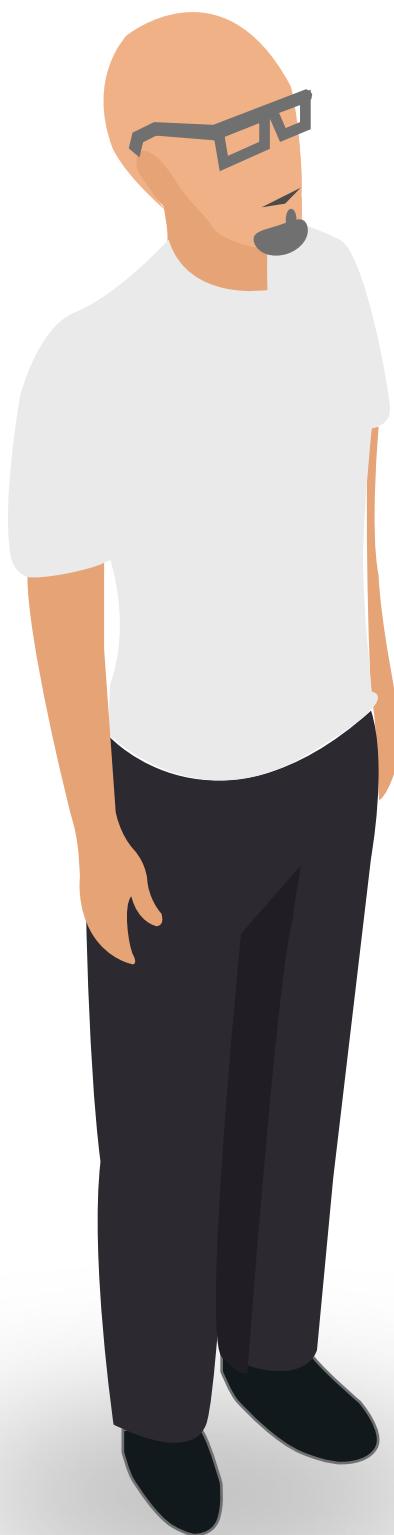


A screenshot of the Gates Operating System (GOS) software interface. The interface includes a top navigation bar with 'GOS' and various status indicators. On the left, there is a 'EVENTS' tab showing a list of alerts such as 'ESTOP' and 'Maintenance'. The main area features a 'MAP: TERMINAL-A' showing the layout of the terminal with various gate positions and aircraft icons. A detailed view of gate B2 is shown in a callout box, listing equipment status like 'CHOCK On', 'GPU Connected', and 'PBB1 Pos 1'. On the right, there is a panel for gate B4 showing 'PARKED' status and a list of equipment status. At the bottom, there are summary statistics for E-Stop, Occupied, Maintenance, Faulty, Alerts, Free, and All.

Indoor Air Quality Monitoring Ecosystem

User Experience Design

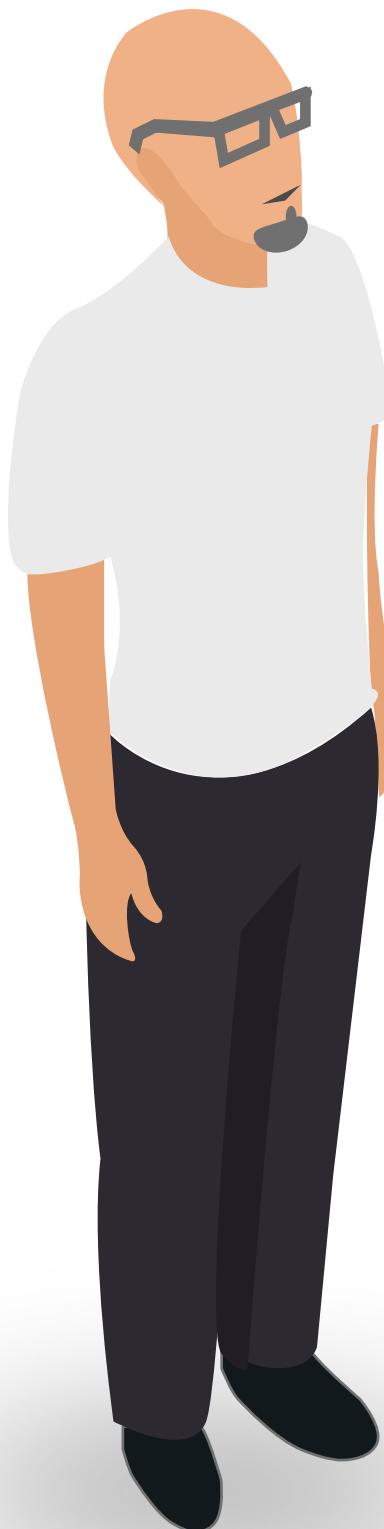
How do we ensure
user is not
overwhelmed looking
at all the data?



Air Quality Index

X 18

Responsive Indoor Air Quality (IAQ) monitoring **master dashboard** that gives different levels of information about accounts and sites to the super admin. Navigation is toned down. The KPIs are placed to stand out.



Responsive Indoor Air Quality (IAQ) monitoring **master dashboard** that gives different levels of information about accounts and sites to the super admin. Navigation is toned down. The KPIs are placed to stand out.

The dashboard features a dark header with a search bar and navigation tabs: Notification (selected), Messages, Schedules, Air Quality, Device Performance, and Orders. Below the header is a sidebar with icons for Home, Notifications, User Accounts, Portfolio, New Project, After Market, Light Commercial, Transport, and Public. The main content area includes a circular chart for Business Performance showing the share of business per vertical (Type A-E) and per region (Type F-H). The central part of the dashboard displays a list of notifications under the 'Notification' tab, each with a ticket ID, client name, and a 'Lamp Replacement Order Delay' message, along with edit and delete icons.

Notification

Messages

Schedules

Air Quality

Device Performance

Orders

Business Performance

Share of Business per vertical

Type A Type B Type C

Type E Type D

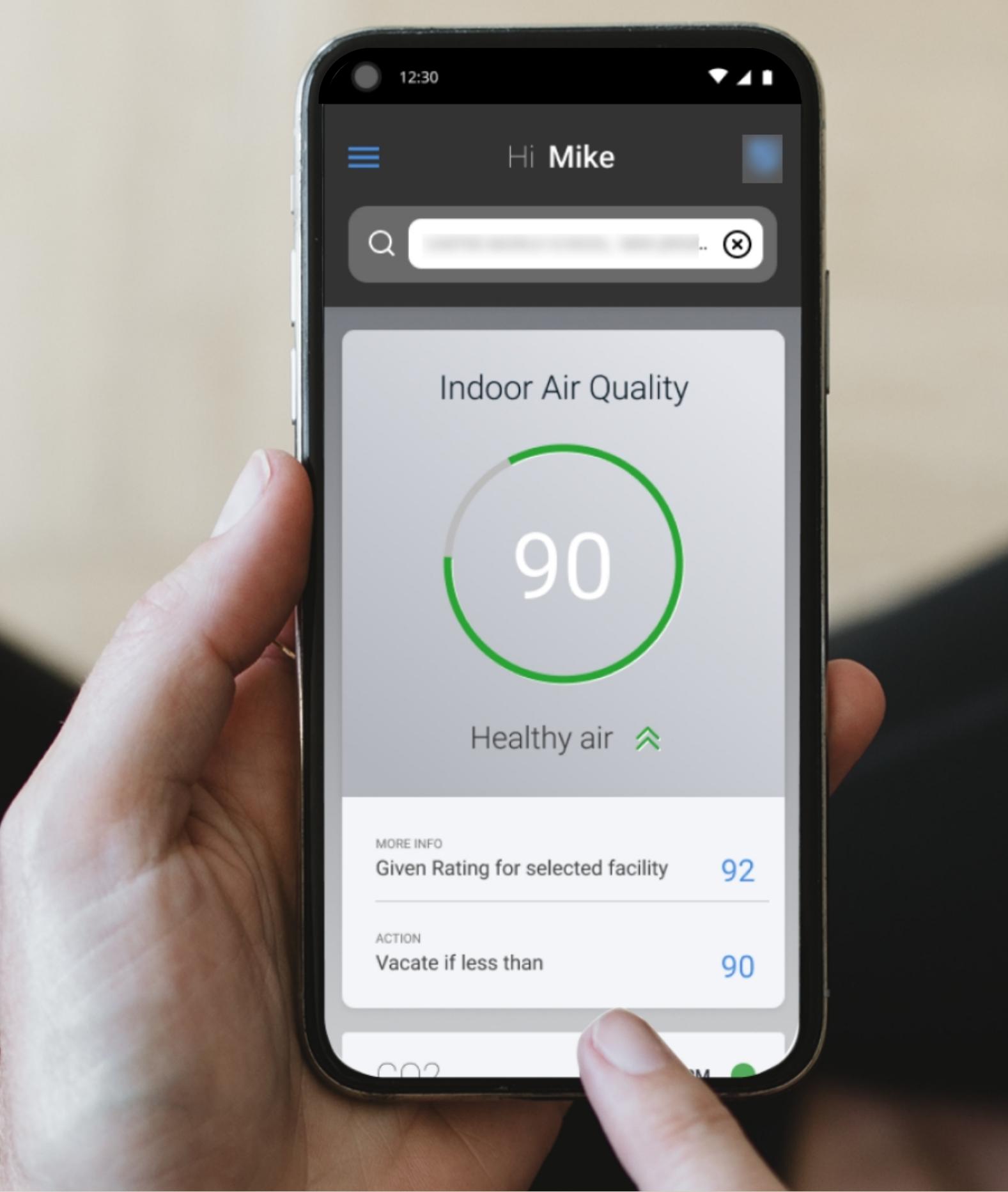
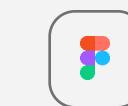
Share of Business per region

Type F Type G Type H

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For a **Facility Admin Dashboard** site info. along with the equipment statuses and allowing to follow up on any tickets raised by them are important to them.

Tools used



The dashboard interface includes:

- Buildings:** 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 Status:** Device U124232 PORTU03, Device U124232 PROU02, Device U124232 IDI01, Device U124232 BOSS01.
- Air Quality Status:** Indoor Air Quality (AQ Index: 73, Temperature: 73°F, Humidity: 45%), Outdoor Air Quality (AQ Index: LOW, Temperature: 73°F, Humidity: 45%).
- Metrics:** Indoor Air Quality (Oxidants: 73 ppb, CO: 1250 ppm, TVOC: 900 µgm/m³, PM2.5: 80 µgm/m³, PM10: 96 µgm/m³), Outdoor Air Quality (Flu Index).
- Notifications:** High CO2: Increased occupancy, High PM2.5: Check air filters.

Contract Management System

User Experience Design

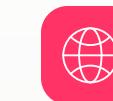
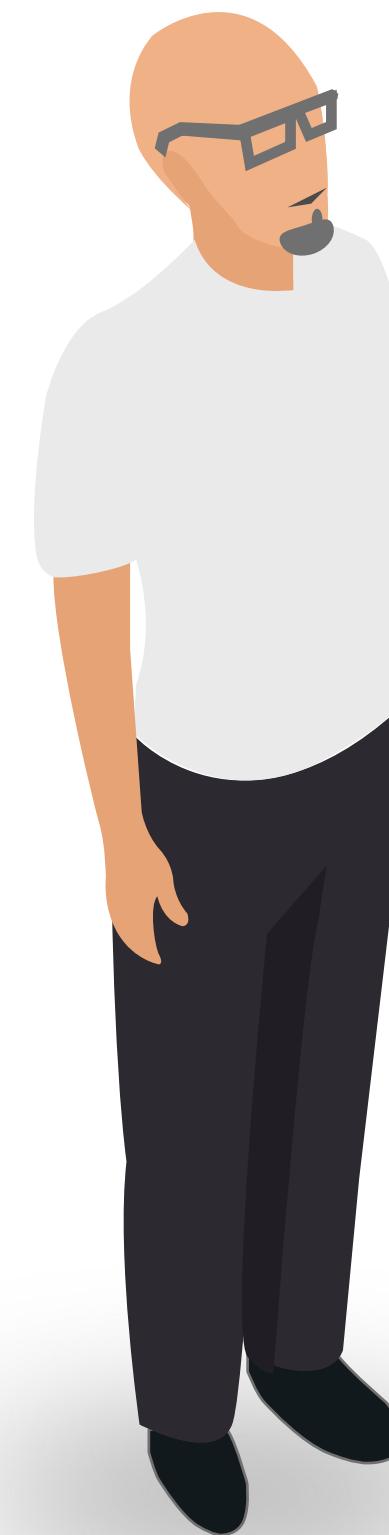
Now that AI is here,
why do we need
Lawyers? Loljk..

Finally contracts
come down to words
being intelligently
arranged



- 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)
-

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

(password: iac)

A screenshot of a website displayed on a tablet. The website has a light blue header with the word "drafto" in a lowercase sans-serif font. To the right of the header are two buttons: "EXISTING USER" and "NEW USER". Below the header is a large image showing a top-down view of a desk with a laptop displaying a chart, a calculator, a small potted plant, a coffee cup, and a notepad with handwritten notes. The text "Intelligent Automation of Contracts" is centered above the image, followed by the subtitle "Access ready made contracts & build away custom agreements effortlessly". At the bottom of the page is a blue "GET STARTED" button with a white arrow pointing right.

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.



Tools used



The screenshot shows the drafto software interface. At the top, there's a header with the date "20 MAR 2018", a progress bar showing "10/10", and a user profile icon with a "1" notification. Below the header, the main area is titled "drafto" and shows a "Versions" section. It lists a single version "1.0" created by "2 CONSULTANTS" on "01 Jan 2018" with a "Last Change" on "19 Apr 2018". The status is "Not Approved". The interface includes filters for "Shared date", "Last Change", "Clauses Shared", and "Status". A "SHARE" button is also present. Below the version list, a section titled "Showing Edits (4)" displays four edit entries. One entry from "Meena Kumari" on "01 Jan 2018 - 04:33:01 IST" is shown, mentioning a change in family structure and internet penetration. The interface uses a color-coded system for edits (blue), rejections (red), and approvals (green). On the right side, there are sections for "QUESTIONS", "PRINT PREVIEW", "REMINDERS" (with 4 items), and "VERSIONS" (with 1 item). The "VERSIONS" section is currently selected.



Mixed Reality Folktales

New Media Design



youtu.be/MhQEYtDM5Wo



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



Storytelling

Using existing media

folklore

Search/Identify

Reviving

Store/archive

Mixed Reality Folktales

turn-based/interactive

Location-based

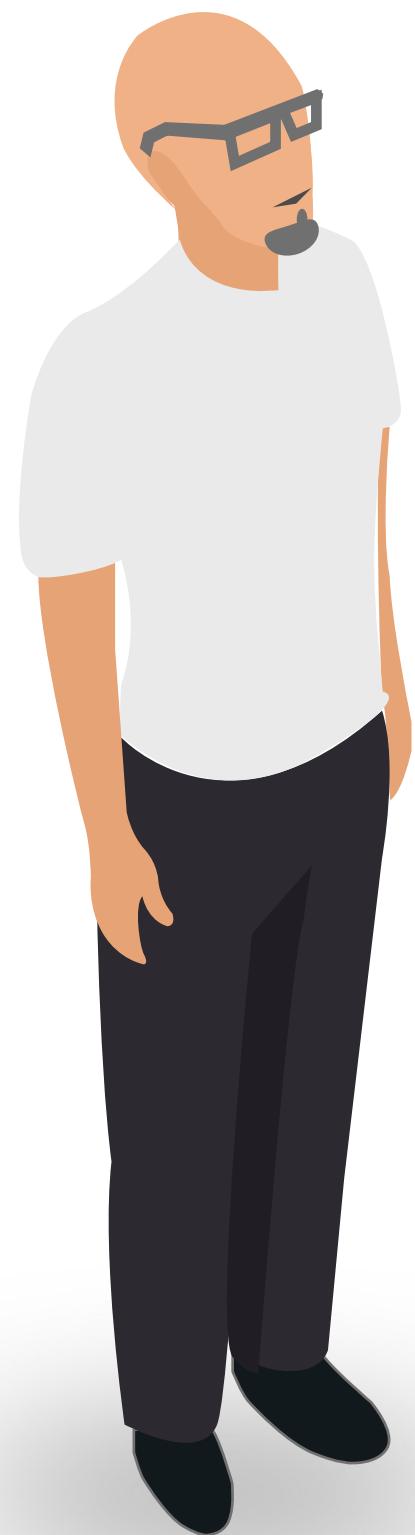
Discover

New Media

**Crowd
sourcing**

This AR project makes 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



The secret of getting things done is to act.



Once there was a
thirsty crow who

There was a little water in it
but it was at the bottom of

Saw some small

Soon, water came

Moral of this story is
that every problem
has a solution

START

Viewer clicks

Viewer clicks
on the

Viewer clicks

END

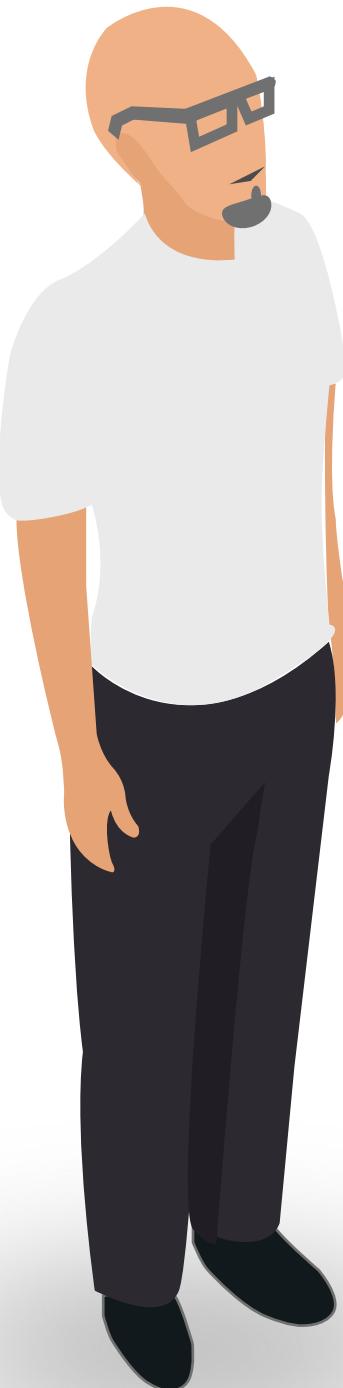
STORY ACTS
(x 8)

Type of the Day

New Media Design

Have you played a
typing game
before?

Try it here..



Download the zip and play on a
windows machine..



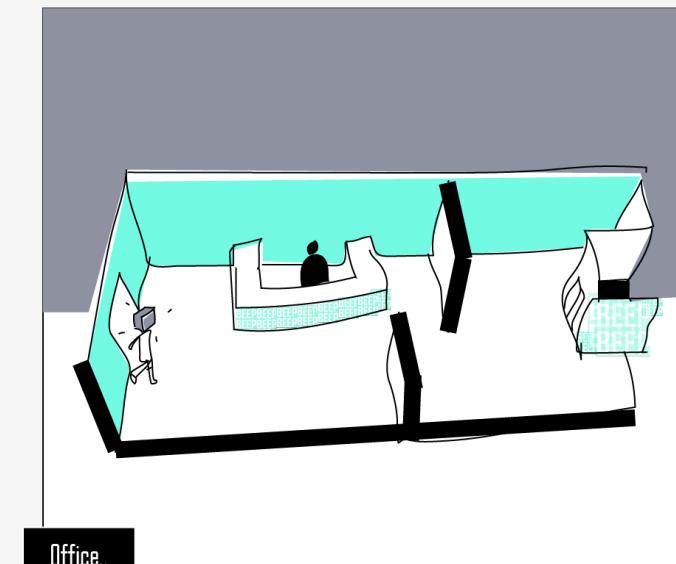
<https://kevinding.itch.io/type-to-win>



<https://youtu.be/enNRQzSwlbM>

Helped with
cutscene and
modelled the
tutorial and
Level 1

Tools used



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](#)

Step In Step Out

New Media Design



Step In Step Out

Tools used



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.



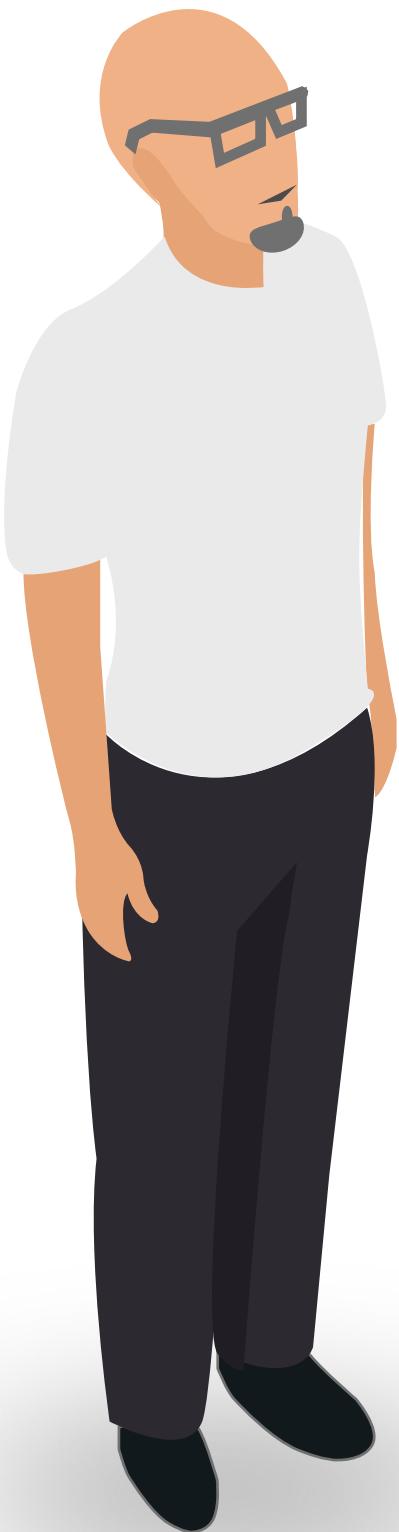
[https://github.com/rewritablehere/digitalfutures/
tree/main/StepInStepOut](https://github.com/rewritablehere/digitalfutures/tree/main/StepInStepOut)



youtu.be/5xuYQlVcGq8



Thank you for
your time!



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twitter.com/@rewritablehere