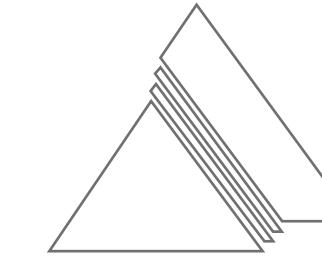


Anantha
Chickanayakanahalli



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. 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 tv shows and anime. I am based out of Toronto and I had become quite the beach hopper before Covid.



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

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, Premiere, 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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-  +1-(905)-781-6924
-  Toronto, Ontario
-  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

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.



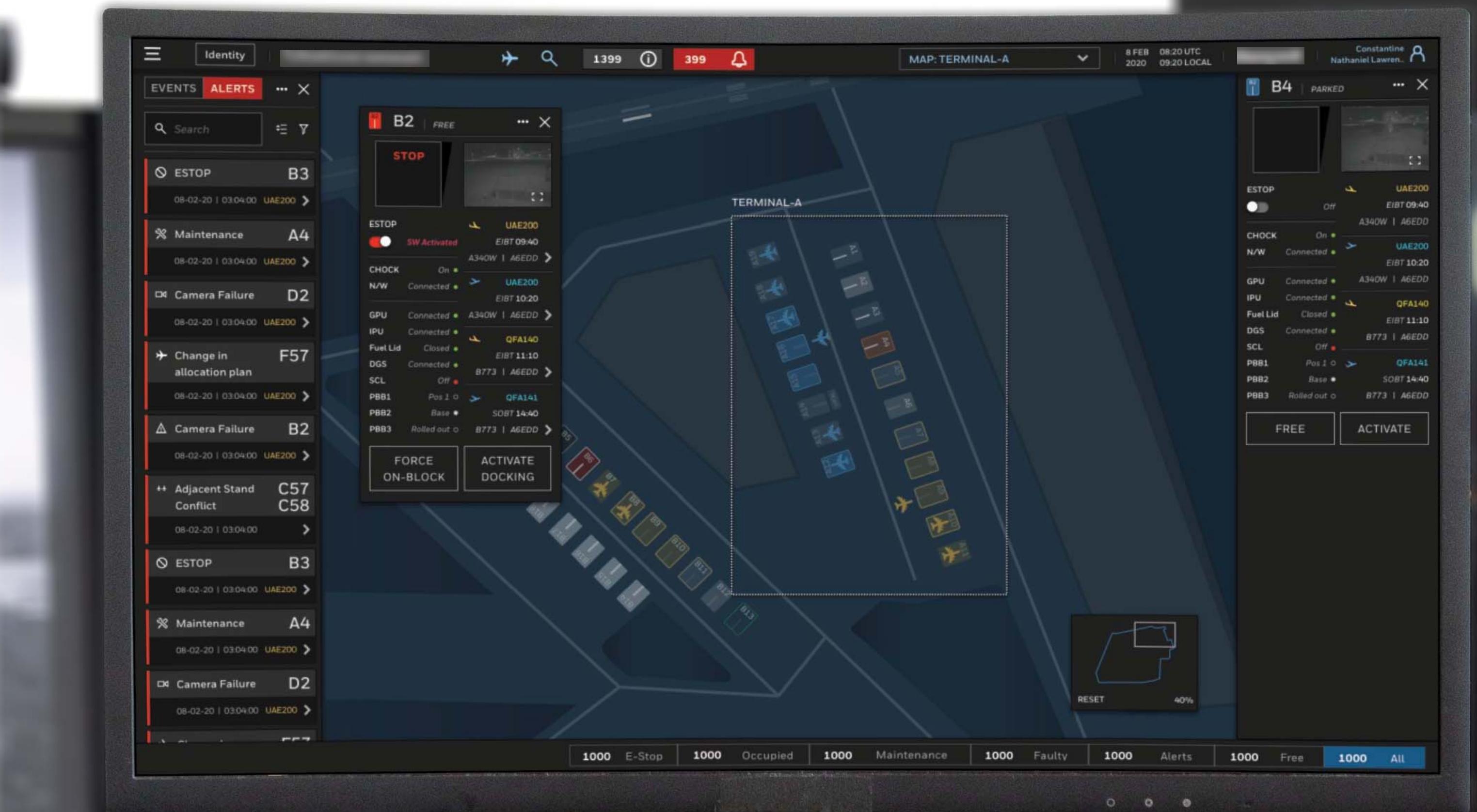
Apron controllers

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.

TOOLS USED



airport gates operating system



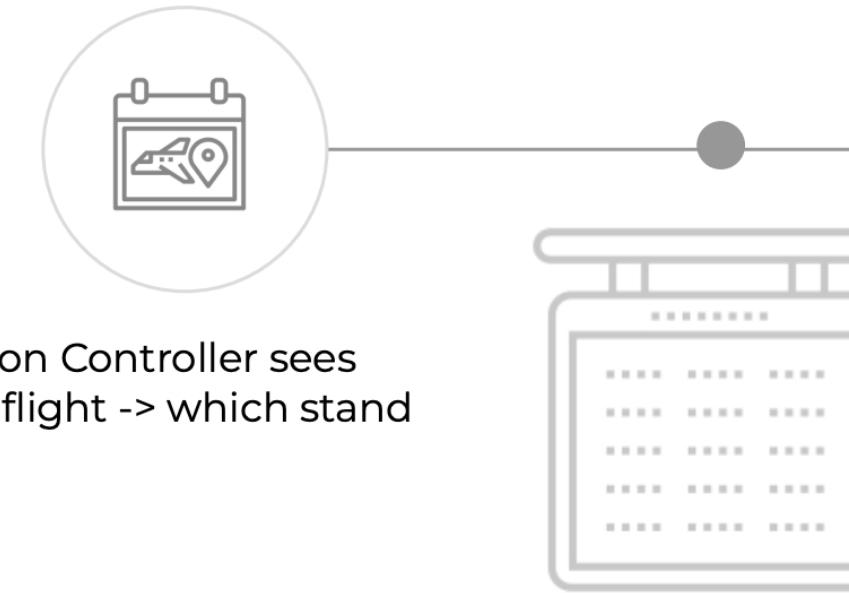
B2 | FREE

STOP

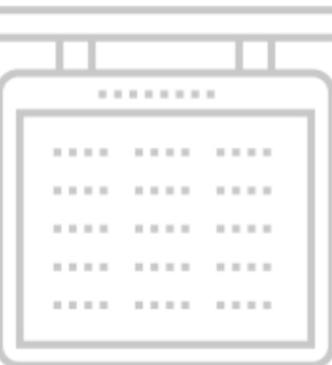
As per flightplan, a flight is about to dock but there are problem(s) with stand



if that doesn't work, reassign flight to empty slots at available stands



Apron Controller sees which flight -> which stand



Apron Controller gets ground staff to look into issues at bridge, VDGS, lights, equipment

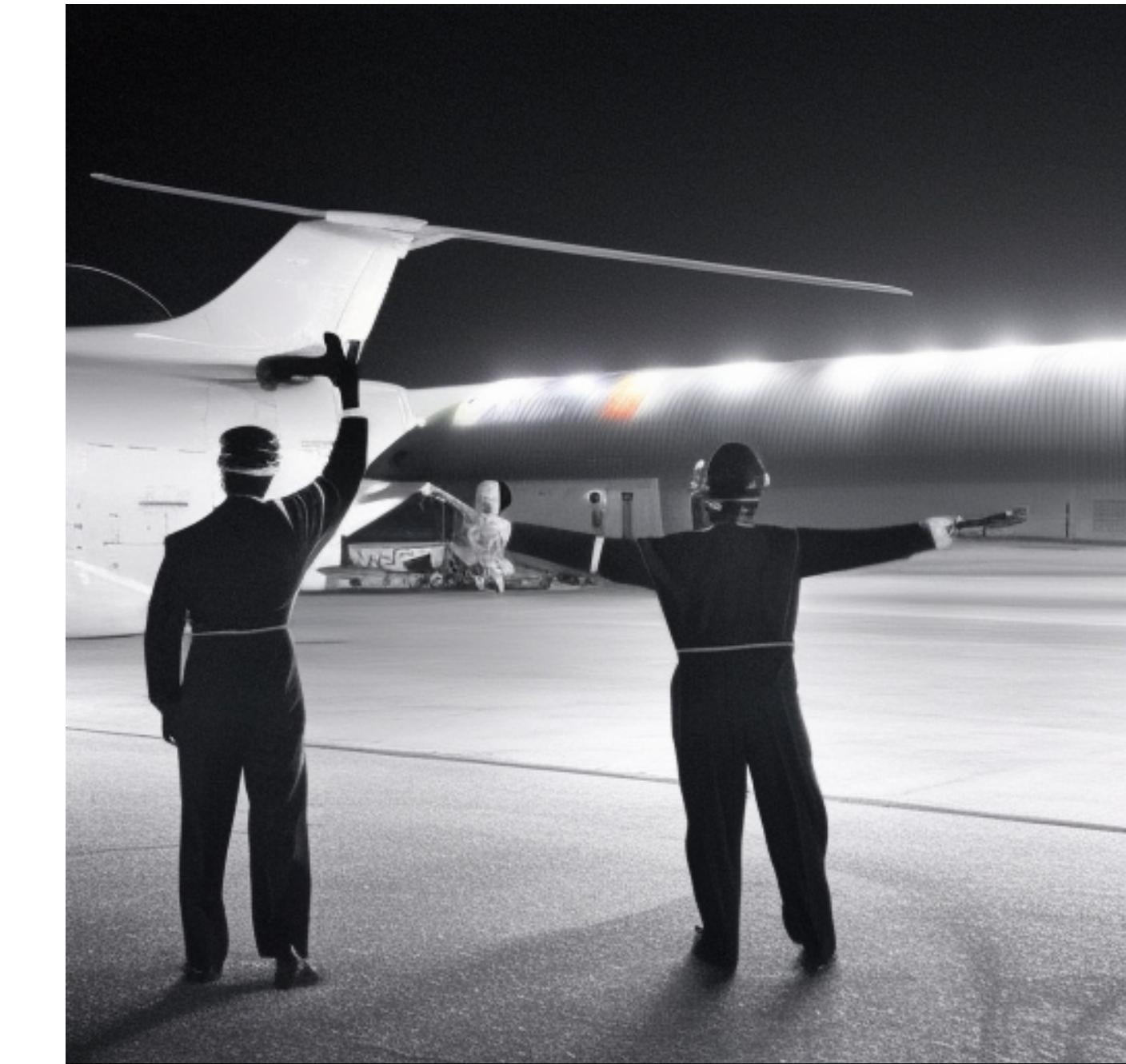


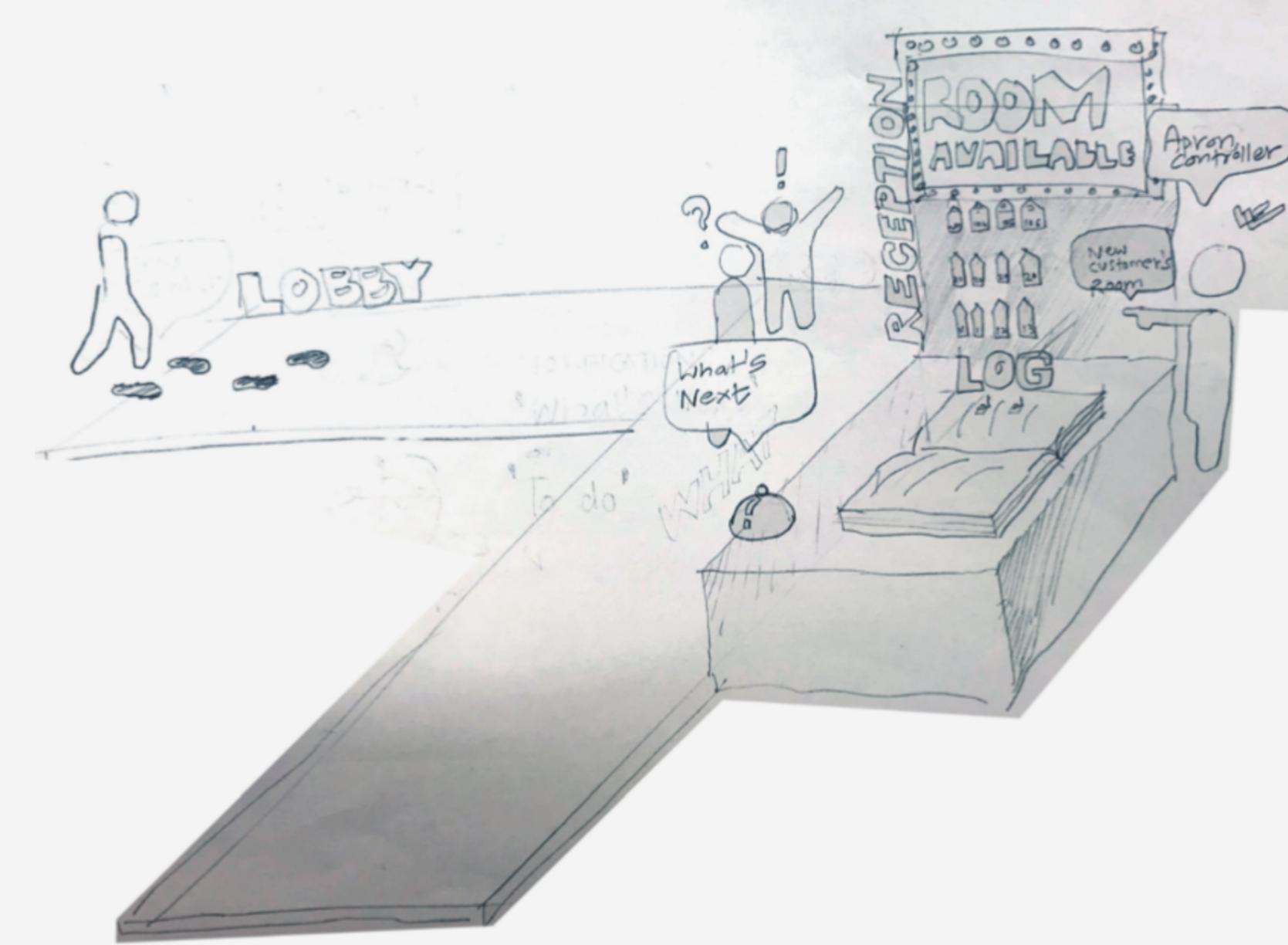
Everyone's able to fly on time



Ground crew or Ground Safety Equipment agents: 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 happens manually in big airports with Automatic Visual Docking Guidance Systems (A-VDGS).





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)

Design Challenge

Making sure a controller can look at multiple gates and get into intricacies 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. Everything out here is mission critical a tad bit lesser than the Air Traffic Controllers themselves.



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



Device Status Air Quality Status

Device ID	Type	Location	Runtime	Alert	Status	Power	Fan Speed	Schedule
Device U124232 PORTU03	R1002	R1002 Type Classroom	1345	!	●	OFF	Blue	
Device U124232 PROU02	R1002	R1002 Type Classroom	2345	●	●	ON	Blue	
Device U124232 IDI01	R1002	R1002 Type Classroom	2343	!	●	ON	Orange	
Device U124232 BOSS01	R1002	R1002 Type Classroom	2353	!	●	OFF	Grey	

Indoor Air Quality Outdoor Air Quality

AQ Index	Temperature	Humidity	AQ Index	Temperature	Humidity	Flu Index
73°F	73°F	45%	LOW	73°F	45%	

Indoor Air Quality

Oxidants	CO	TVOC	PM2.5	PM10
73 ppb	1250 ppm	900 µgm/m³	80 µgm/m³	96 µgm/m³

High CO₂: Increased occupancy
High PM2.5: Check air filters

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.



TOOLS USED



invis.io/E510NI7R7JY4

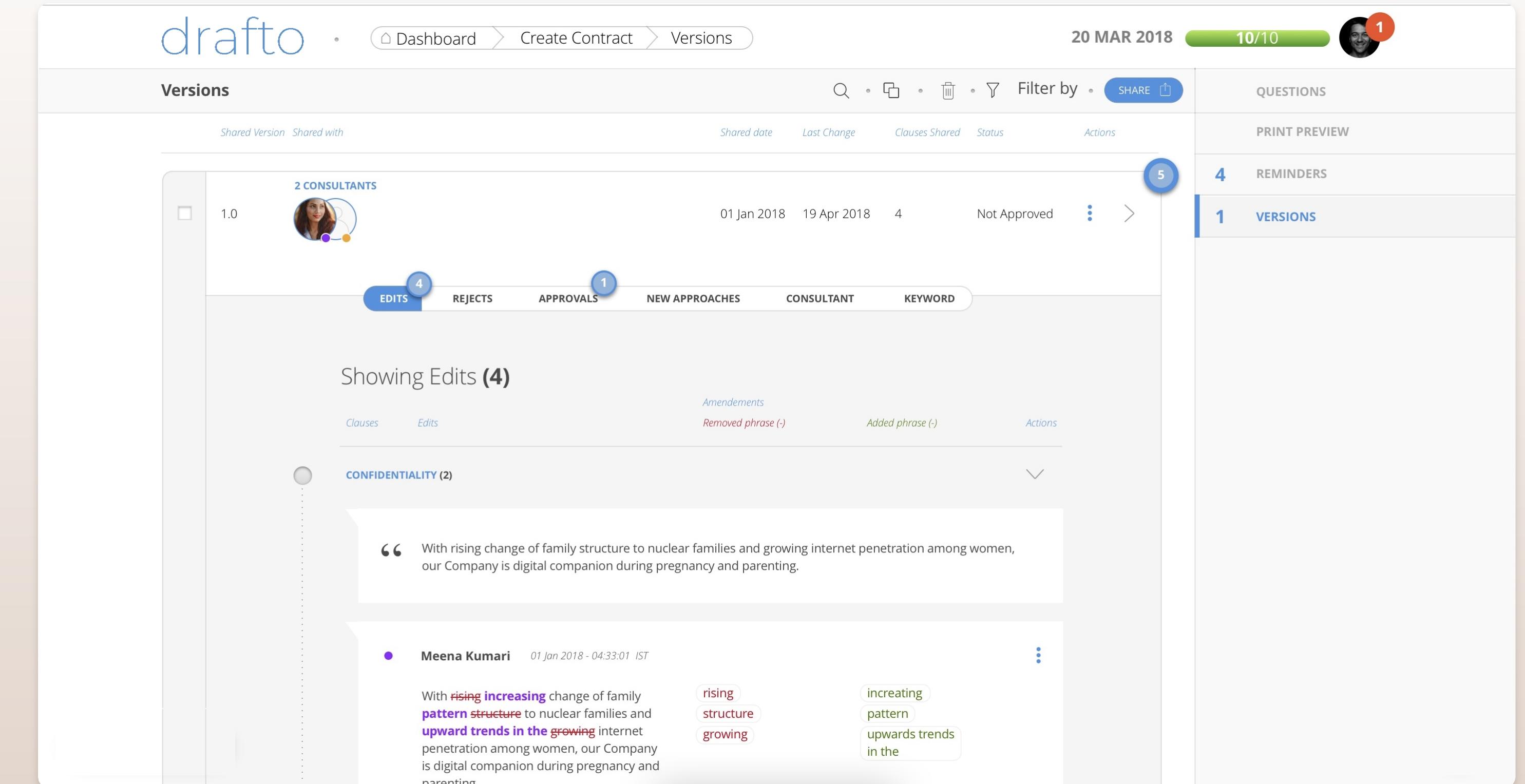
(password: iac)

contract mgmt. system

We are an [REDACTED] 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)

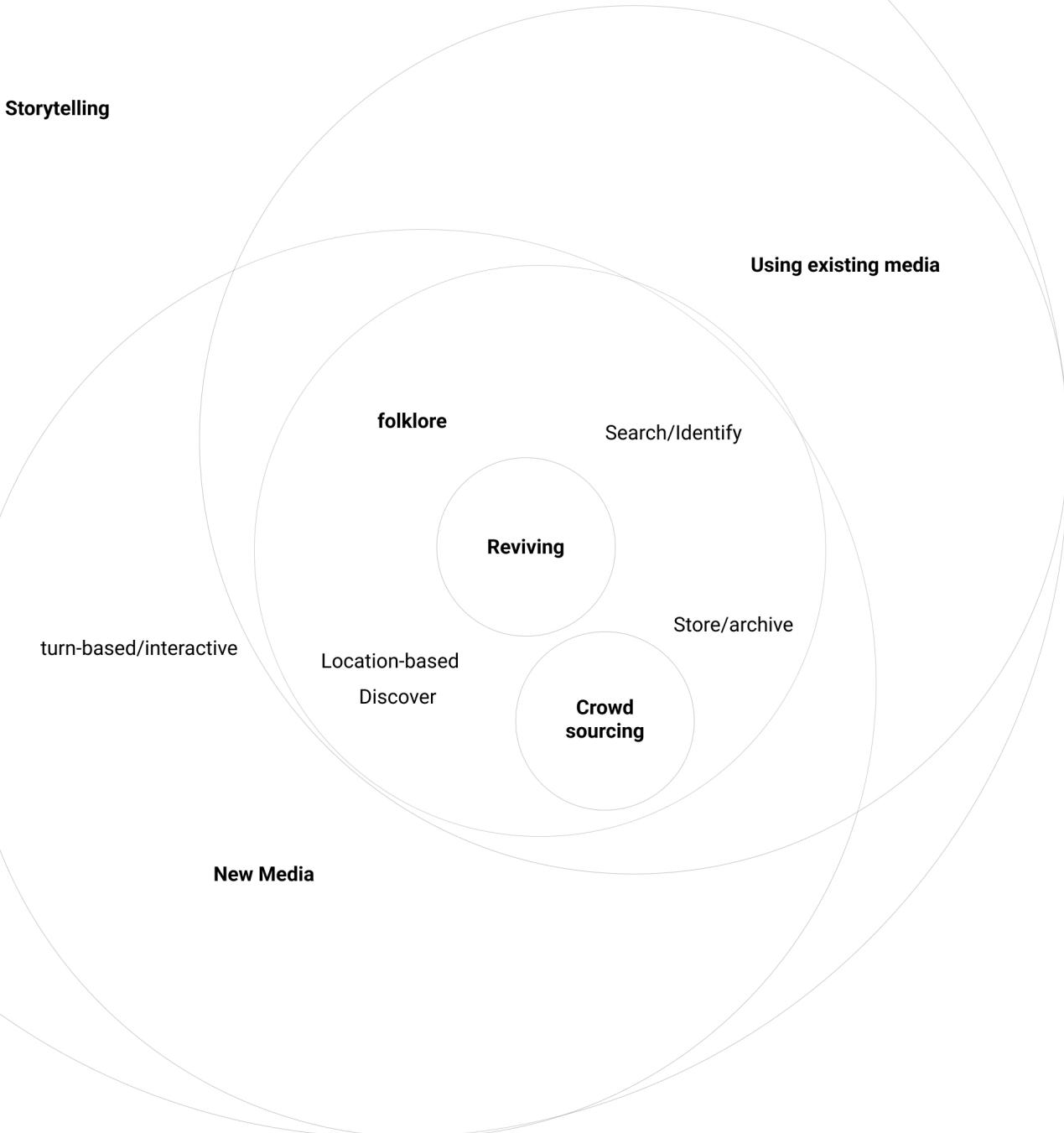


contract mgmt. system



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



mixed reality folktales

STORY ACTS & INTERACTION

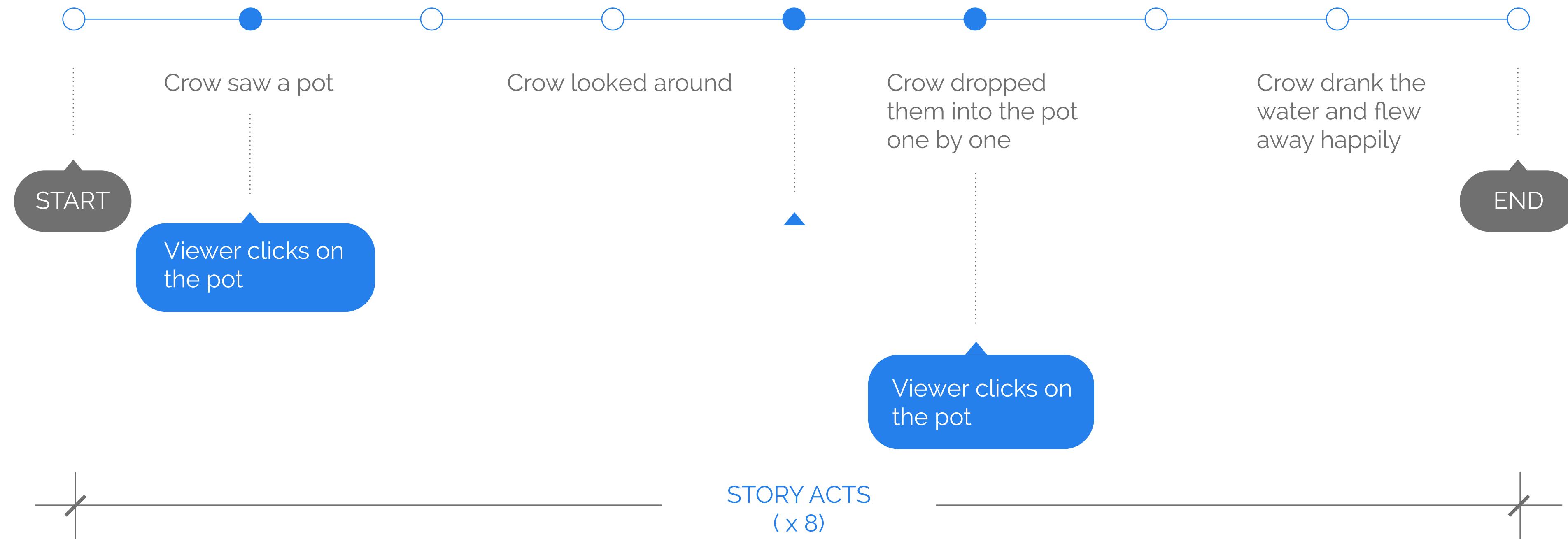
Once there was a thirsty crow who was looking for water

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



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

PLAYTESTING

University of Toronto Game Development Club
& Ubisoft

TOOLS USED



<https://youtu.be/enNRQzSwlbM>

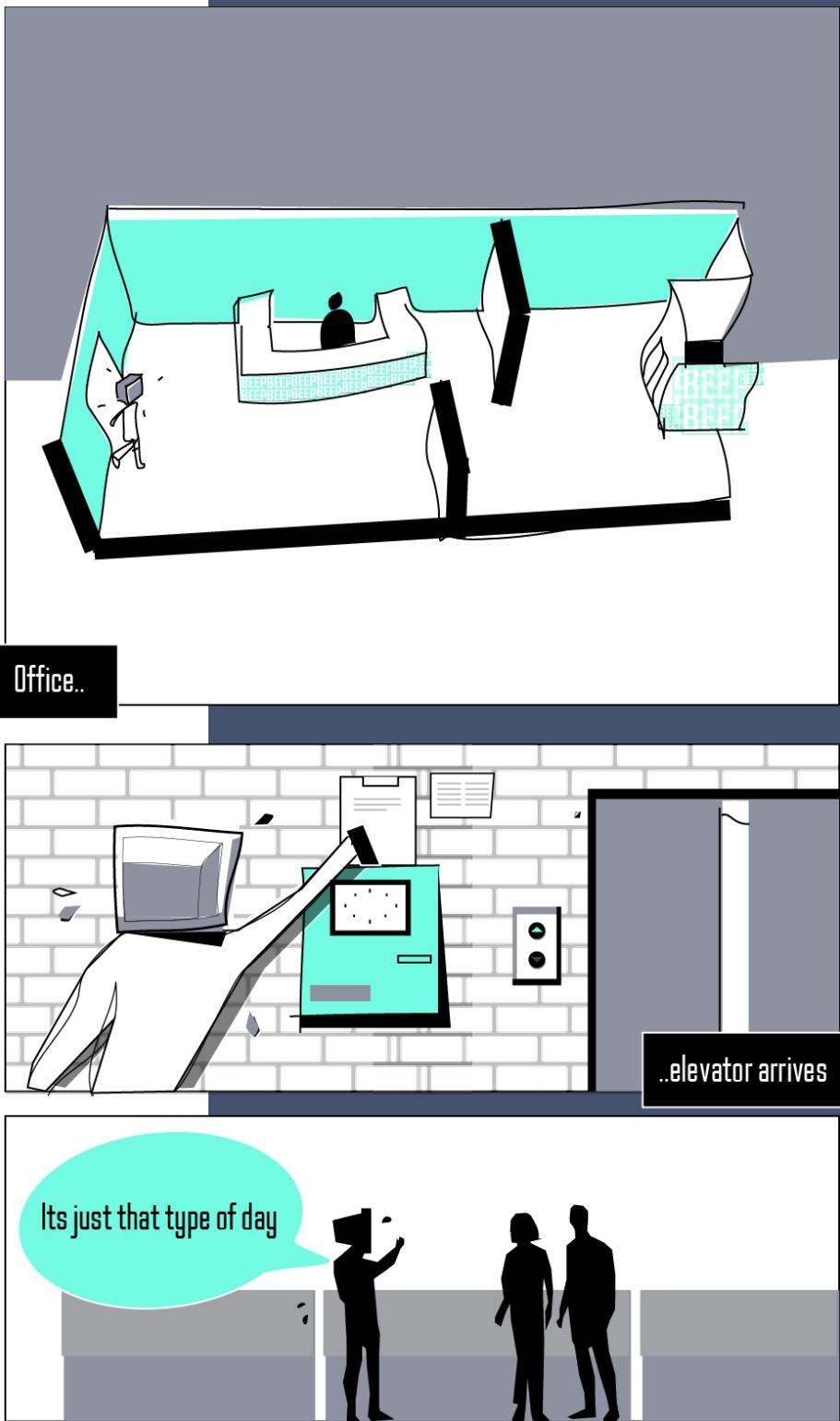
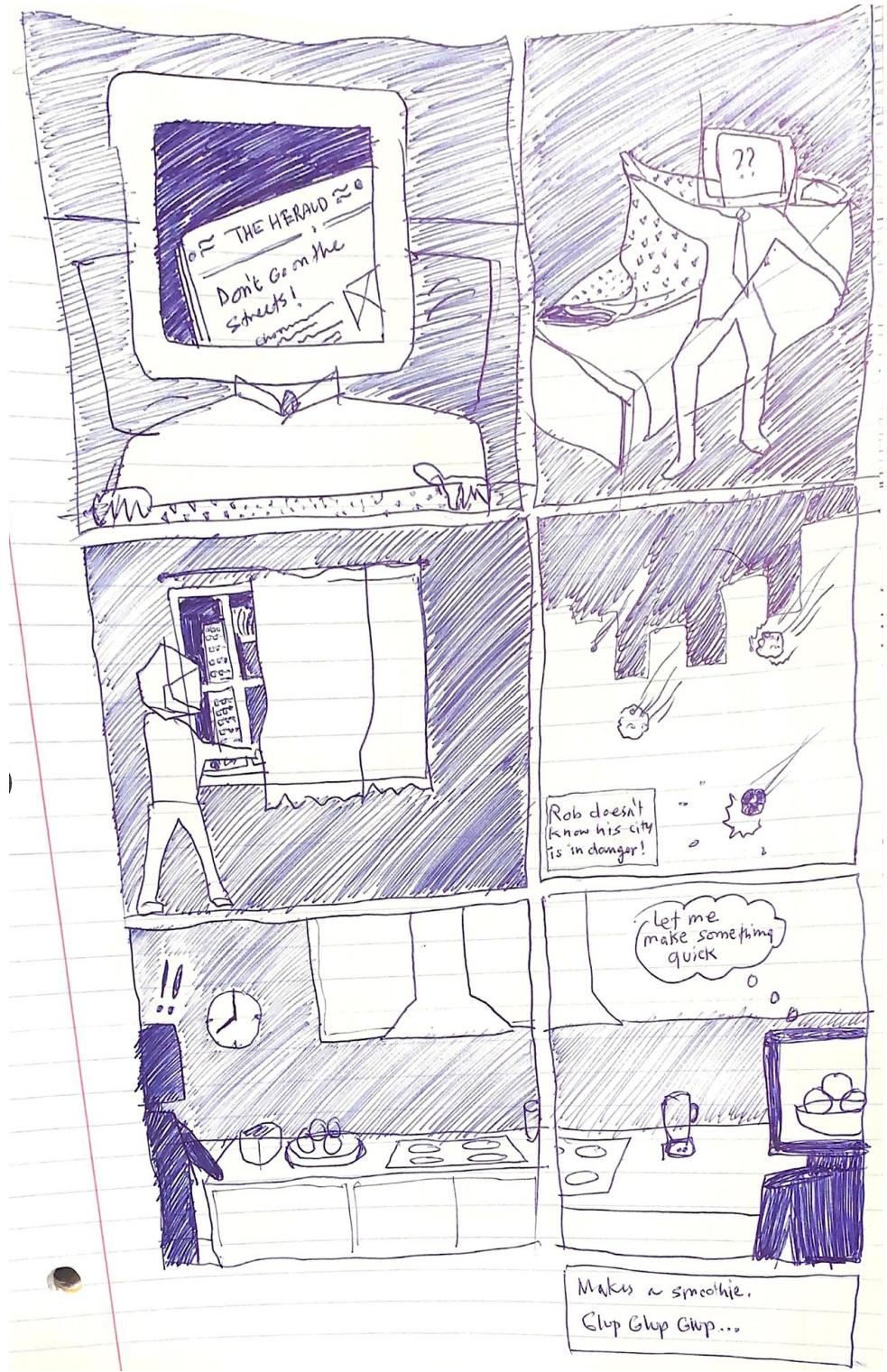


<https://kevinding.itch.io/type-to-win>



type of the day

CUTSCENE & MODELLING



type of the day



<https://youtu.be/enNRQzSwlbM>



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

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.

TOOLS USED

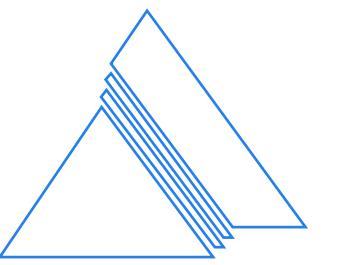


[https://github.com/rewritablehere/
digitalfutures/tree/main/StepInStepOut](https://github.com/rewritablehere/digitalfutures/tree/main/StepInStepOut)



youtu.be/5xuYQlVcGq8

Thank you for your time!



anantha.ocad@gmail.com



twitter.com/@rewritablehere