

Curriculum vitae

Personal Information

FIRST NAME / SURNAME	Anantha Purushothama Chickanayakanahalli (CP)
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NATIONALITY	Indian
DATE OF BIRTH	12.May.1986
GENDER	Male
DESIRED POSITION	Lead Designer, User Experience and Strategy

Work Experience

DATES	April 2019 - Present
POSITION	Advanced User Experience Designer
RESPONSIBILITIES	Create User Experience strategy and artefacts for Honeywell Airports Business Projects
EMPLOYER / ADDRESS	Honeywell Technology Solutions Lab Pvt. Ltd., Bangalore, India
TYPE OF BUSINESS	Home & Building Technology
DATES	August 2014 - March 2019
POSITION	Design Consultant
RESPONSIBILITIES	Worked alongside with business analysts, technology architects to design products and enterprise applications for domains such as Banking, Insurance, Investment, Tourism, Consumer Packaged Goods and Manufacturing
EMPLOYER / ADDRESS	Mindtree Ltd., Bangalore, India.
TYPE OF BUSINESS	Digital Transformation and Technology Service

DATES	June 2013 - July 2014
POSITION	User Experience Designer
RESPONSIBILITIES	Designing turnkey web/mobile software applications
EMPLOYER / ADDRESS	Ideus Concepts Information Technologies Pvt. Ltd., Goa, India
TYPE OF BUSINESS	Design + Technology Services

DATES	November 2012 - May 2013
POSITION	Freelance Ux Designer
RESPONSIBILITIES	Designed Application flows for a Networking platform for Health Professionals and an E-commerce portal for fashion products
EMPLOYER / ADDRESS	R. K. Enterprises, Pune, India.
TYPE OF BUSINESS	Startup

DATES	August 2011 - September 2012
POSITION	User Interface Designer
RESPONSIBILITIES	Designed Web UI for legacy Symantec Product NetBackup Appliance
EMPLOYER / ADDRESS	Symantec Software India Pvt. Ltd., Pune, India.
TYPE OF BUSINESS	Software Security and Backup Solutions

Education and Training

DATES	July 2009 - July 2011
QUALIFICATION	Master of Design
AWARDED PRINCIPAL STUDIES INSTITUTION	Interaction Design Indian Institute of Technology Bombay, India.

DATES	September 2003 - July 2009
QUALIFICATION	Bachelor of Architecture
AWARDED PRINCIPAL STUDIES INSTITUTION	Architectural Design Bangalore University, India

Skills and Competences

LANGUAGE SPOKEN	Kannada, English, Hindi
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OTHER LANGUAGE(S) Deutsche Beginner

**SOCIAL SKILLS AND
COMPETENCES**

- *Volunteered/organised international conferences 'In a planet of our own' & 'Designing for Children', 'India HCI 2010' at Industrial Design Centre, IIT Bombay.*
- Volunteered/organised conference of Indian Institute of Architects - National Convention'08, Bengaluru
- Secured first place consecutively at intra-departmental design competition in 2006 & 2007.
- Took part in many NASA (national architecture students body) and won Zonal NASA design competitions of 2005 & 2006.

**ORGANIZATIONAL SKILLS AND
COMPETENCES**

- Achievements in my previous organisation, Mindtree:*
- Awarded **Outstanding Performer of the Year** 2017-18
 - Awarded 7 times as an **A-team** player in various projects.
 - Awarded **Hats Off** for achieving extraordinary results in pre-sales pitches and a second time for a commendable user friendly-ness design solution provided for a project of a US based Mass Media Company.
 - Awarded **Master Mind** for expert thinking and achieving client satisfaction for a project in the visa services domain.
 - Awarded twice for being **Unstoppable**, once for displaying execution excellence for the UX course for my organisation and the other for a project with an US based Insurance firm.

**COMPUTER SKILLS AND
COMPETENCES**

Sketching, Storyboarding, Storytelling, Card sorting, Information Design and Architecture, User Journey Mapping, Visualising Persona Scenarios, Contextual Inquiry, Eye-tracking (basics) and Usability Testing,

Affinity Mapping, Wire-framing, Visual Design and authoring Style Guides.

Adobe Creative Suite, Axure RP, Sketch (Bohemian Coding), Xmind, HTML, CSS. P5Js.

ADDITIONAL INFORMATION

I have been impressed with dots from quite some time. How they play in our minds when they sit alone, stretch, come together, align themselves around.

Architecture course has given me a platform to explore these features of nature. Computer/DOS programming has given me an understanding of the logic in nature. Interaction Design has put me on an orbit of all of these and left me wondering..

Well, what can I create now?

