

Anantha
Chickanayakanahalli



Product & New
Media Designer



Anantha
Chickanayakanahalli

EXPERIENCE (9+ Years)

- **OCAD University** (2012-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

TOOLS

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

PERSONALITY

Self-organized, result-oriented, fast learner

CONTACT

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- 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

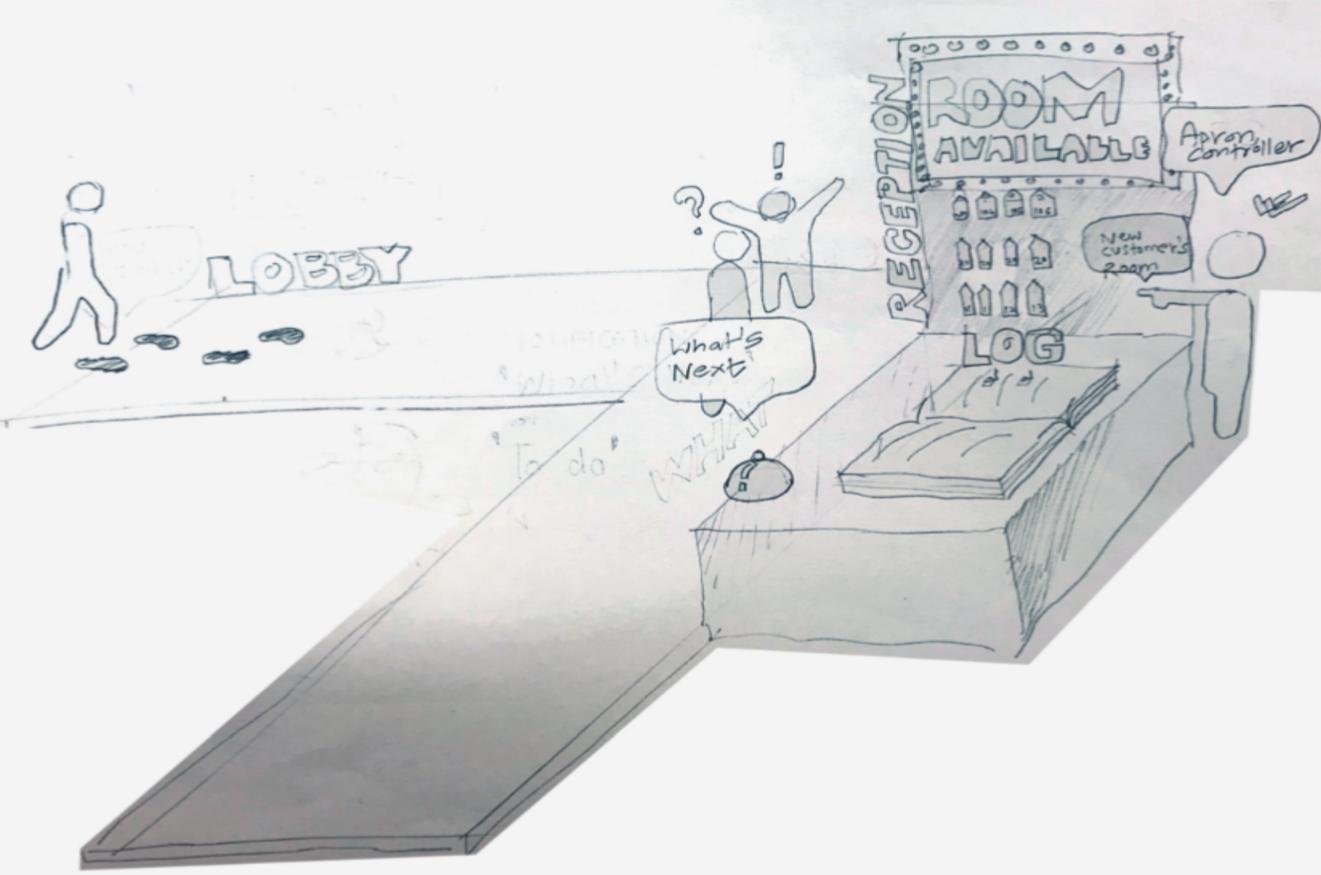
PROJECT 6

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



UX Design
Projects

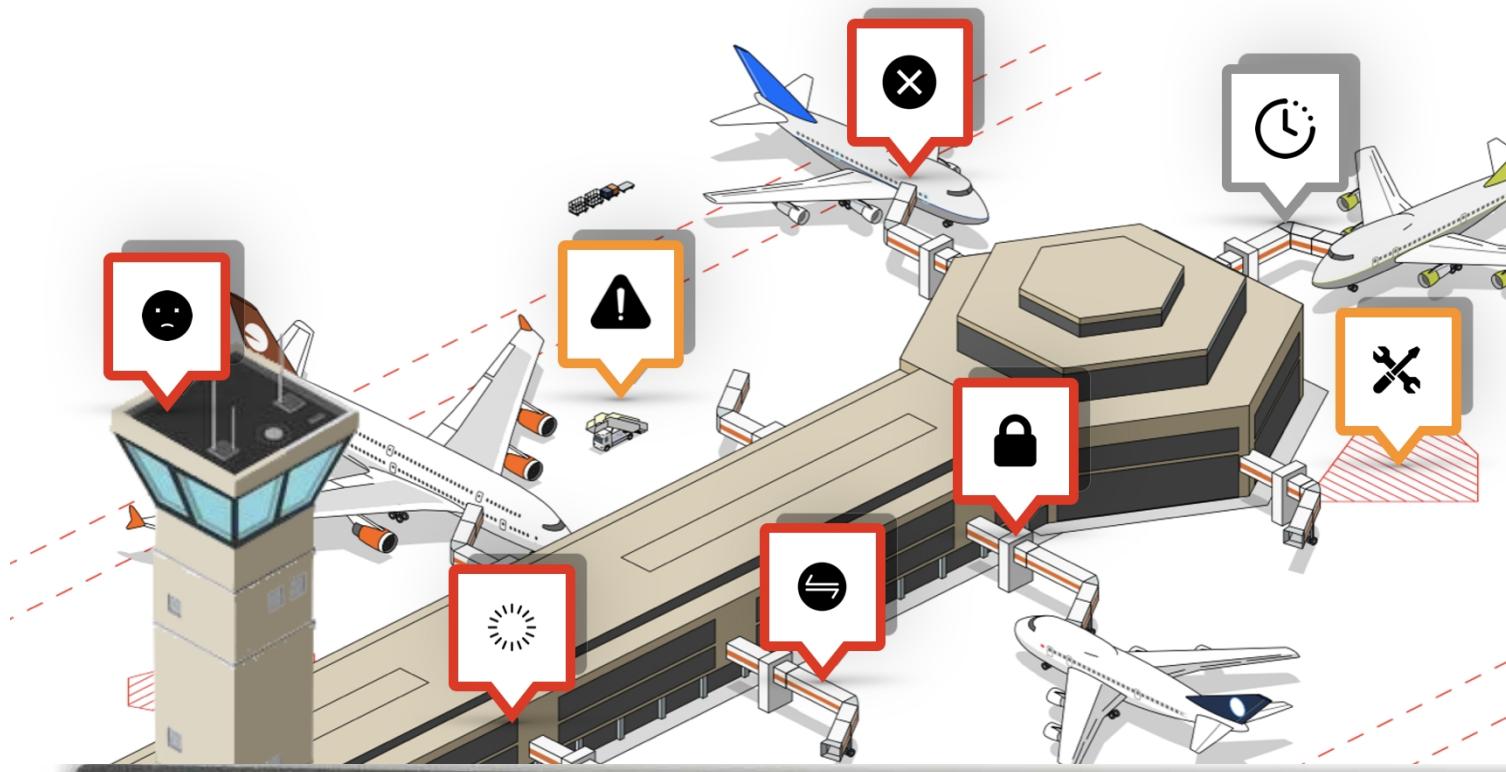
airport gates operating system



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.

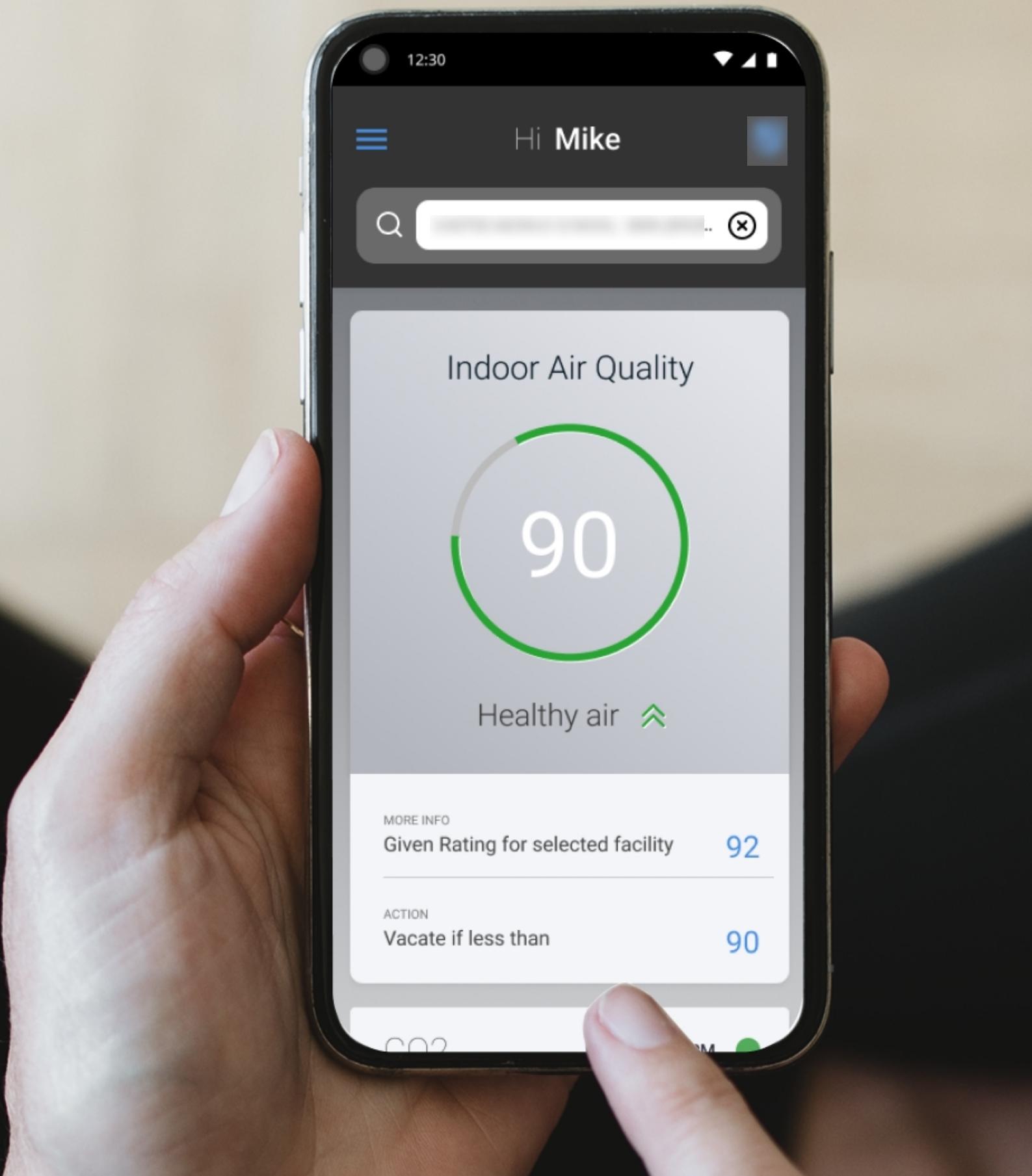
Similar to what happens at a hotel lobby - someone is waiting (some are done waiting), allocating new rooms, making a list of available rooms, taking down requirements, first best option, next best option, customer is not checking out on time (overflowing)

TOOLS USED



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



The dashboard is divided into several sections:

- Left Sidebar:** Displays account information (Harvey Specter, Admin, Lorem Ipsum), customer/site details (New World School, 3 campuses, New Jersey South Campus NJ 982345), and building information (4 Buildings, New Construction).
- Buildings Section:** A tree view showing buildings (All, Building 1, Building 2, Building 3) and zones (Zone 1, Zone 2, Zone 3, Zone 4).
- Device Status:** A table showing device details like Device ID, Type, Location, Runtime, Alert status, Power, Fan Speed, and Schedule. It lists four devices:
 - Device U124232 PORTU03 (R1002, Classroom, 1345 runtime, alert, off power)
 - Device U124232 PORTU02 (R1002, Classroom, 2345 runtime, green status, on power)
 - Device U124232 IDU01 (R1002, Classroom, 2343 runtime, yellow status, on power)
 - Device U124232 IDU01 (R1002, Classroom, 2353 runtime, red status, off power)
- Air Quality Status:** Two rows of four circular gauges each, comparing outdoor and indoor air quality across CO₂, Ozone, Humidity, and PM 2.5 metrics. Each gauge has a scale from 200 to 330, with the needle pointing to 270 in all cases. Red warning triangles are visible above the second and third gauges in both rows.

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.

contract mgmt. system

TOOLS USED



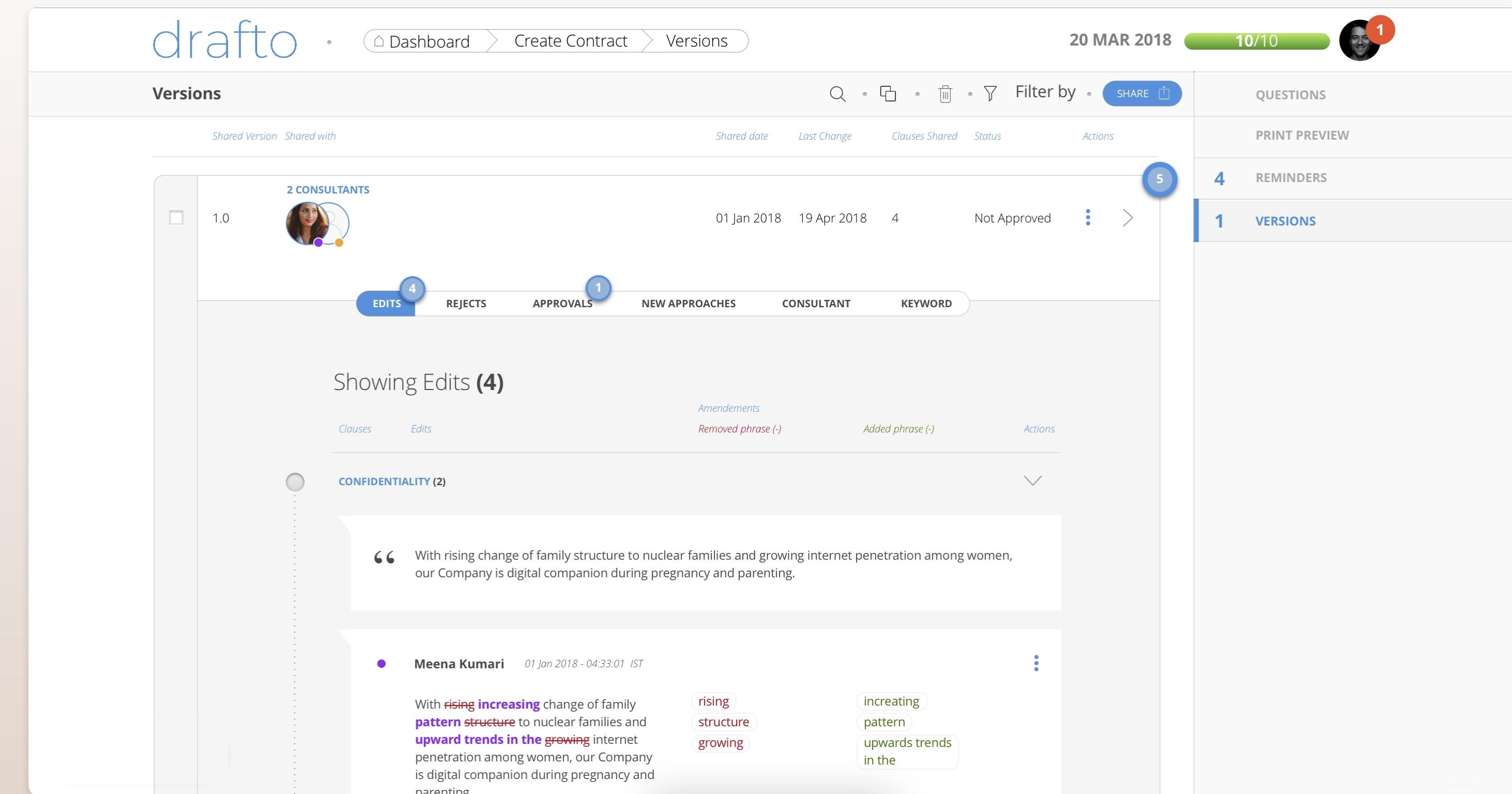
invis.io/E510NI7R7JY4

(password: iac)

The screenshot shows the drafto homepage. At the top, there are two buttons: "EXISTING USER" and "NEW USER". Below the buttons, the text "Intelligent Automation of Contracts" is displayed, followed by the subtext "Access ready made contracts & build away custom agreements effortlessly". A "GET STARTED" button is located below this text. The background of the page features a photograph of a desk setup with a laptop displaying a chart, a calculator, a small potted plant, a coffee cup, and a notepad with handwritten notes.

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)



The screenshot shows the drafto software interface. At the top, there is a header with the date "20 MAR 2018", a progress bar "10/10", and a user profile icon. To the right, there are sections for "QUESTIONS", "PRINT PREVIEW", "REMINDERS", and "VERSIONS". The main area is titled "drafto" and shows a "Versions" table. The table has columns for "Shared Version", "Shared with", "Shared date", "Last Change", "Clauses Shared", "Status", and "Actions". A row in the table is highlighted with a blue border and shows "1.0", "2 CONSULTANTS", "01 Jan 2018", "19 Apr 2018", "4", "Not Approved", and a "More" button. Below the table, a section titled "Showing Edits (4)" is displayed. It includes tabs for "Clauses" (selected), "Edits", "Amendments", "Removed phrase (-)", "Added phrase (-)", and "Actions". A list of edits is shown, with one entry from "Meena Kumari" dated "01 Jan 2018 - 04:33:01 IST". The edit text is: "With rising change of family structure to nuclear families and growing internet penetration among women, our Company is digital companion during pregnancy and parenting." Below the text, several words are highlighted with colored boxes: "rising" (purple), "increasing" (blue), "structure" (red), "pattern" (orange), "nuclear" (green), "internet" (yellow), "penetration" (pink), "among" (light blue), "women" (teal), "Company" (dark blue), "digital" (light purple), "companion" (light green), "during" (light pink), "pregnancy" (light teal), and "parenting" (light orange). There are also "More" and "Actions" buttons for this edit.

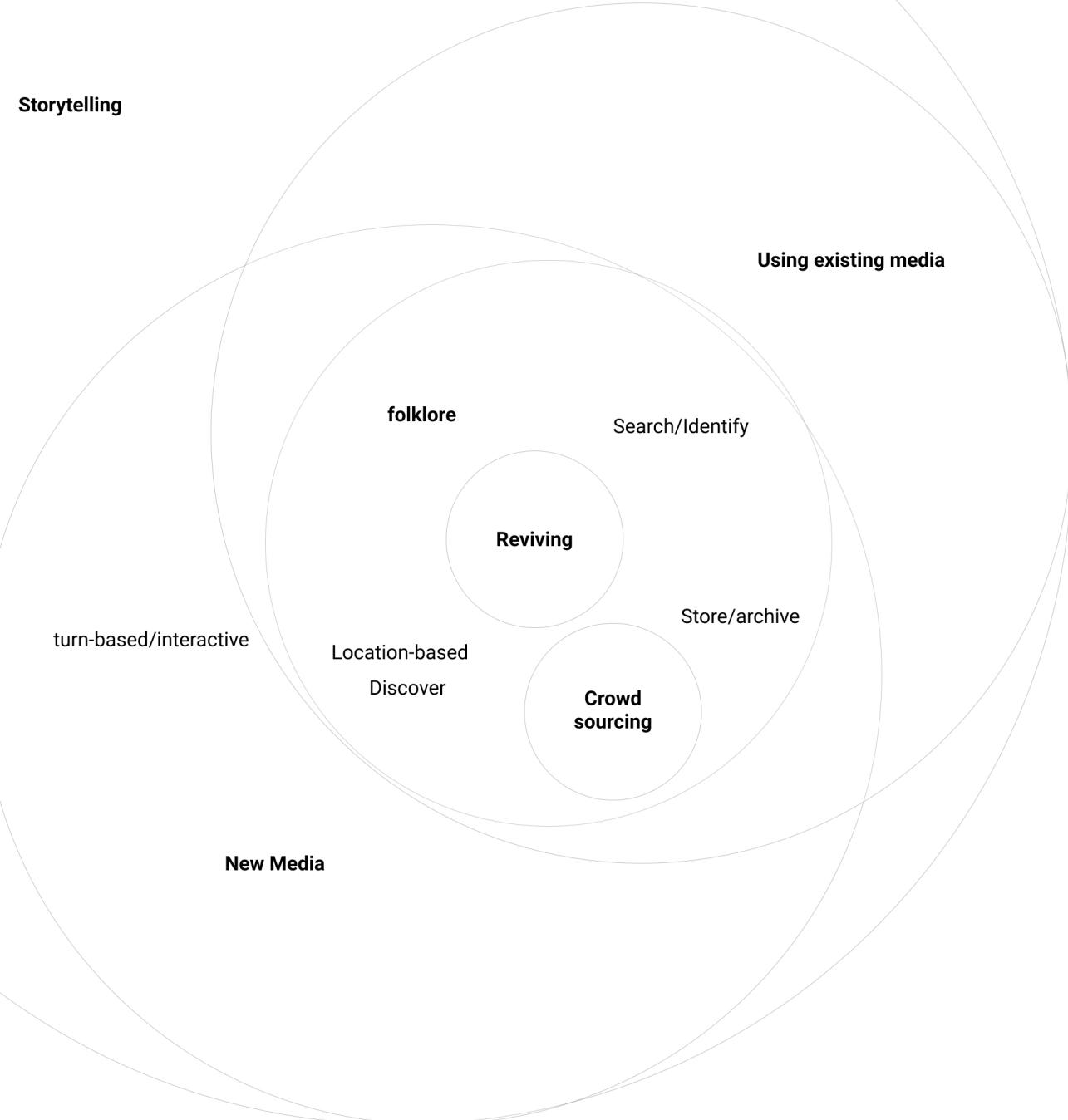
contract mgmt. system





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



mixed reality folktales

STORY ACTS & INTERACTION

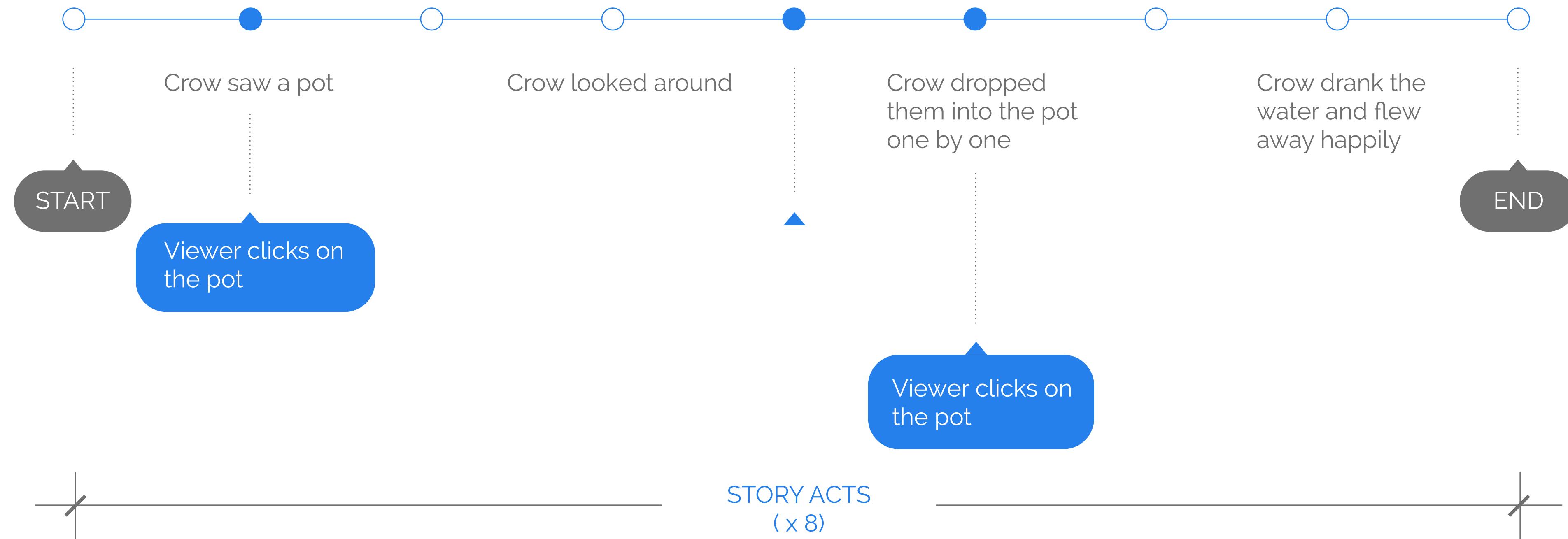
Once there was a thirsty crow who was looking for water

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

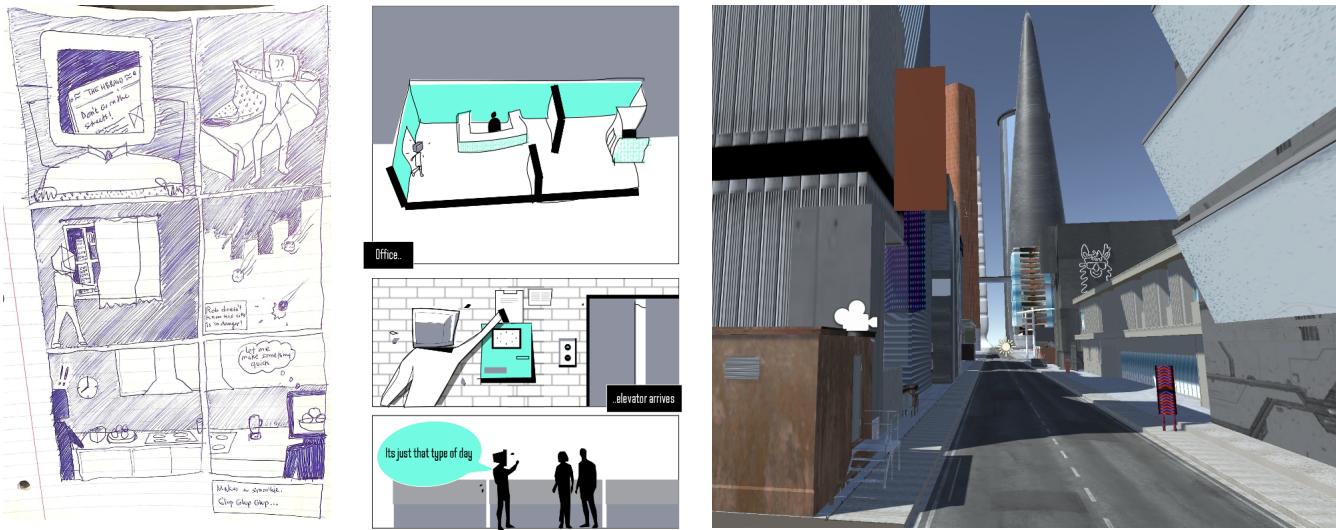
Saw some small pebbles

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

TOOLS USED



<https://youtu.be/enNRQzSwlbM>



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



type of the day

step in step out



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



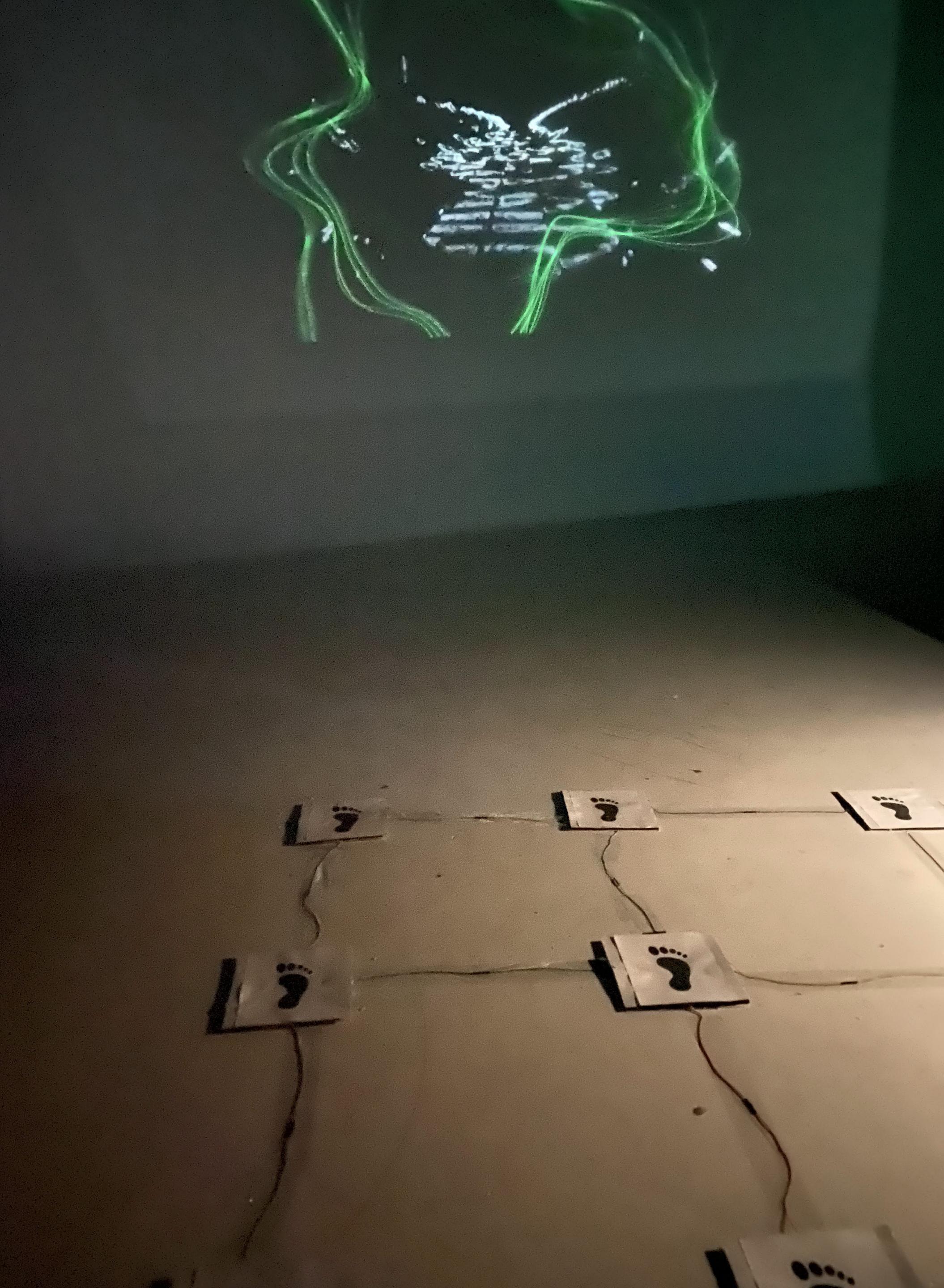
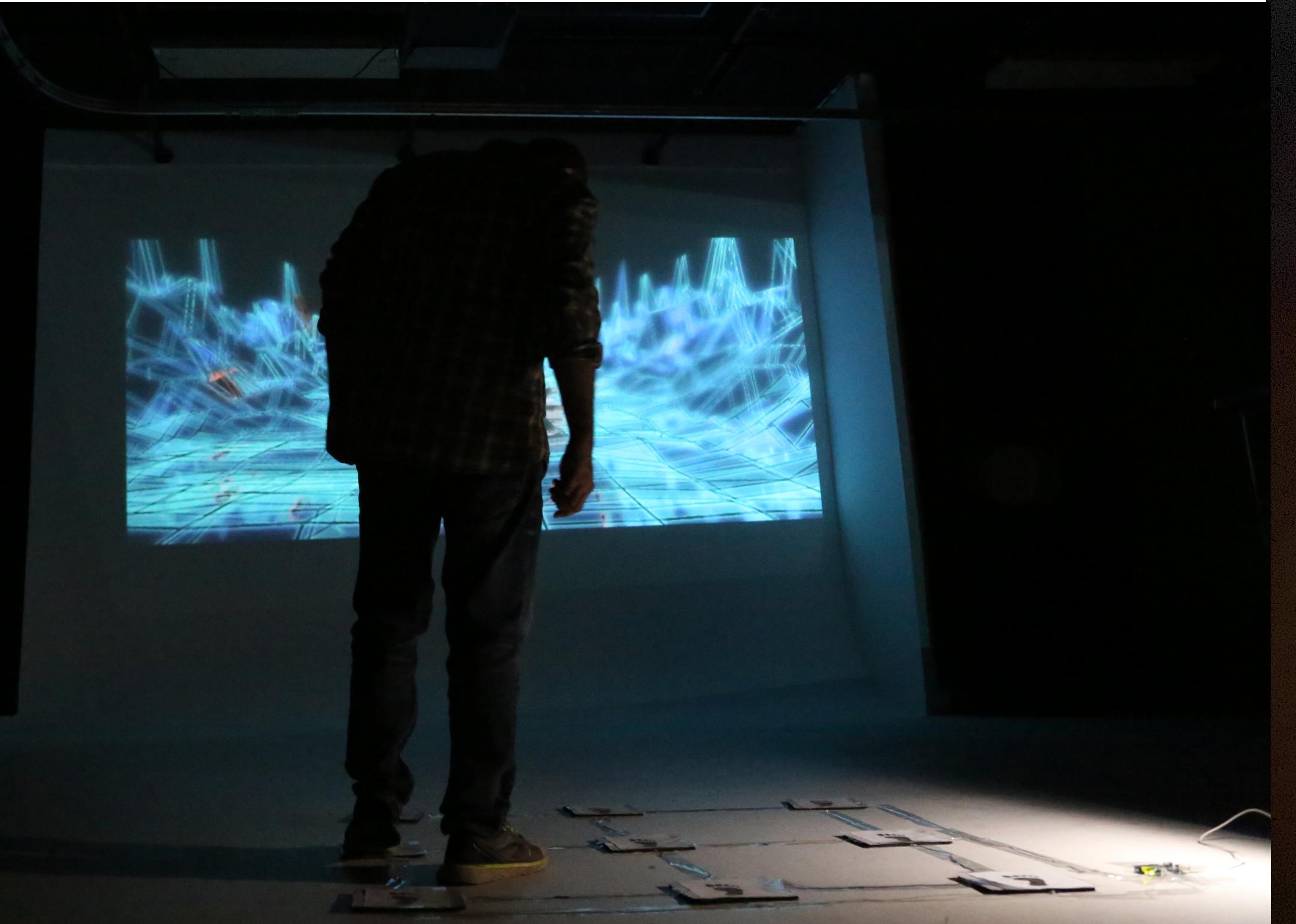
youtu.be/5xuYQlVcGq8

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



Thank you for your time!