

Samrat Ambadekar

Interaction & Experience Designer

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Work Experience

Student Assistant | Georgia Institute of Technology 2012 - 2014

Design and development of applications for:

- Augmented Reality
- Assistive Technology
- Tangible Interactions

Software Developer | Infosys Ltd 2008- 2011

Worked as a application developer and usability tester.

Responsibilities include:

- Prototyping interactive applications
- Maintaining interface consistency across web and desktop apps
- Usability and functional testing

Projects

Github Visualization 2013 - 2014
D3.js, Three.js

Designed and developed an interactive visualization system that maps the relation between contributors and repositories on GitHub.

EZ-Ballot 2013
Windows Tablet, C# .NET

Protoyped a voting experience for visually impaired & physically disabled voters while working closely with Center for Assistive Technology and Environmental Research.

Geo-based Memory Book (AR App) 2013
Argon AR browser, Three.js

Designed and developed a 3D interactive application that allows location based photo sharing. Focus on content presentation and interactions in virtual 3D space.

PeerSpot Augmented Reality App 2012
Wikitude AR browser, iPhone

Designed and developed an application for choosing fastest mode of transport on Georgia Tech campus. Other tasks involved requirements gathering and usability study.

IPTV Application | Infosys Ltd 2008 - 2010
Microsoft Mediaroom, C# .NET

Designed and prototyped application for IPTV set top box. Notable apps include Interactive Maps and Interactive Chess that could be played over the network.

Education

Georgia Institute of Technology 2012-2014
MS Human Computer Interaction

University of Pune, India
2004 - 2008
BE in Computer Engineering

Skills

Design

Rapid Prototyping
Sketching
Wire-framing
Persona
Storyboards
Process Flow Charts
Moodboards
Collaborative Workspaces
Interaction Design

Design Tools

Photoshop, After Effects,
CorelDraw, Balsamiq, Axure

Web Technologies

HTML, CSS, JavaScript, jquery,
XML, JSON

Programming

C/C++, C#.NET, Java, SQL,
ActionScript.

Development Platforms

Desktop, Tablet, Mobile,
Tabletop

Development Tools

Eclipse, Visual Studio, git