Samrat Ambadekar

UX Designer Prototyper

1-404-717-6080

Education

Georgia Institute of **Technology** 2012-2014

MS Human Computer Interaction

samratambadekar.com

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2004 - 2008

University of Pune, India

BE in Computer Engineering

Design

Skills

Rapid Prototyping Sketching Wire-framing Persona Storyboards **Process Flow Charts** Moodboards

Collaborative Workspaces Interaction Design

Design Tools

Corel Draw, Photoshop, Balsamiq

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

Work Experience

Student Assistant | Georgia Institute of Technology

2012 - Current

Design and development of applications on different platforms

- ·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

D3.js

Deigned 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.

2008 - 2010 IPTV Application | Infosys Ltd

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.