Samrat Ambadekar
Interaction & Experience Designer

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Work Experience

Student Assistant | Georgia Tech Dec 2012 - May 2014
Design and prototype Augmented Reality, Assistive Technology & Tangible interactions.

Intern | TechJect Inc May 2013 - July 2013
Analyse and deploy custom android OS on a robot Dragonfly drone.

Consultant | Urban Genesis Aug 2011- Jun 2012
Web development, branding and content presentation for architectural startup.

Software Developer | Infosys Ltd Sep 2008- Jul 2011
Prototype, develop and deploy software, maintain interface consistency & functional testing of customer facing applications.

Projects

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

Design & develop interactive visualization system for GitHub commit activity. Improve existing graphs to facilitate quick & efficient analysis.

EZ-Ballot 2013
Windows Tablet, C# .NET

Protoype a voting experience for visually & physically disabled voters to allow them to complete the voting process without external assistance.

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

Design and develop 3D interactive application for location based photo sharing. Focus on content presentation and interactions in virtual 3D space.

PeerSpot Augmented Reality App 2012
Wikitude AR browser, iPhone

Design, prototype & test application that integrats transport services at Georgia Tech. The application leverages the spatial and directional understanding of the users.

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

Design & prototype application for IPTV set top box. Lead a small team of developers to build Interactive Maps & suite of games.

Education

Georgia Institute of Tech
Aug 2012- May 2014
MS Human Computer Interaction

University of Pune, India
Aug 2004 - May 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, Unity