

# SUSHMITA SUBRAMANIAN

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## Skills

### Explorative Methods

Contextual Inquiry  
Card Sorting  
Diary Studies/Surveys  
Directed Storytelling  
Affinity Diagrams  
Focus Groups  
Mental Models  
Personas  
Paper Prototyping  
Storyboarding  
Use Cases  
Video Sketches  
Wireframing

### Evaluative Methods

Think-Aloud User Studies  
Heuristic Evaluation  
Cognitive Walkthrough  
GOMS (KLM)  
Wizard of Oz  
Prototyping

### Programming

C            C#  
C++        HTML  
CSS

### Design Tools

Illustrator  
Photoshop  
Fireworks  
InDesign  
Omnigraffle

## Education

Masters of Human Computer Interaction, Aug. 2007  
Carnegie Mellon University, Pittsburgh, PA  
Cumulative GPA: 4.0

Bachelors of Arts in Computer Science, 2000-2004  
Princeton University, Princeton, NJ  
Cumulative GPA 3.5 | Major GPA: 3.7

## Experience

GameSalad  
Senior User Experience Designer

Aug. 2011 – Current, San Francisco, CA

- Leading redesign of company's flagship product, GameSalad Creator.
- Developing new features and documentation to improve new user retention.

Intel Corporation, Intel Labs  
User Experience Designer

Oct. 2008 – Aug. 2011, Santa Clara, CA

- Led user experience research/design to showcase team's mobile context-aware technology. Resulted in partnerships with internal business groups and external companies.
- Conducted user research on understanding sharing practices in microblogging and other social systems. Findings contributed to concept development demonstrating team's context-aware technology to both internal/external business groups. Findings also contributed to design guidelines presented at CHI '10 workshop.
- Designed user interfaces and led user research for ground truth data collection trial. Resulted in improvements in team's sensor inference technology. Also, contributed design insights about ground truth data collection to Pervasive '10 community.

Intel Corporation  
Rotation Engineer Program

Oct. 2007 – Oct. 2008, Santa Clara, CA

- Third rotation in Intel Research Emerging Platforms Lab: User research/design to create wearable context aware technology.
- Second rotation in Intel Research Lab Berkeley: User research/design to create mobile sensing platform to support citizen science.
- First rotation in Long Range Business Planning group: Strategy/market research on next generation user interfaces. Recommended actions to address upcoming markets/trends in our company roadmap.

Pittsburgh Online Research Collaboration  
Capstone Project Leader

Jan. 2007 – Aug. 2007, Pittsburgh, PA

- Researched, designed and prototyped a new online system that allows researchers in the Pittsburgh medical community find collaborators with appropriate skills and interests. Resulting system is currently in use in Pittsburgh.

## Experience (continued)

- Conducted user research on 20+ expert users. Used findings to design a solution to improve the way researchers find and contact collaborators across disciplines. Also, provided an improved process for maintaining and outputting professional information for CVs and grant applications.

Microsoft Corporation, Windows International  
Program Manager

Sept. 2005 – July 2006, Redmond, WA

- Designed and drove UI tools to open language support to customers on the Windows/.NET Framework platforms.
- Managed components and APIs dealing with custom locales and locale-pertinent information for Windows/.NET Framework releases.

Microsoft Windows International  
Software Design Engineer In Test

Summer 2003, Aug.2004 – Aug.2005, Redmond, WA

- Responsible for testing Natural Language Support components added to Windows Vista. Developed new testing tools/frameworks for the team
- Led test team members on worldwide release of new UI-based tool. Involved applications of C#, C, and Visual Studio .NET.

## Publications

W. Willett, P. Aoki, N. Kumar, S. Subramanian, and A. Woodruff. "Common Sense Community: Scaffolding Mobile Sensing and Analysis for Novice Users." Proc. Pervasive 2010, Helsinki, Finland, May 2010, 301-318.

J.Healey, L.Nachman, S.Subramanian, J.Shahabdeen, and M.Morris. "Out of the Lab and into the Fray: Towards Modeling Emotion in Everyday Life." Proc. Pervasive 2010, Helsinki, Finland, May 2010, 156-173.

S.Subramanian, W.March. "Sharing presence: can and should your tweets be automated?" CHI 2010, Workshop on Microblogging, Atlanta, GA, April, 2010.

P.M. Aoki, R.J. Honicky, A. Mainwaring, C. Myers, E. Paulos, S. Subramanian, and A. Woodruff. "A Vehicle for Research: Using Street Sweepers to Explore the Landscape of Environmental Community Action." Proc. CHI 2009, Boston, MA, Apr. 2009, 375-384. Best paper nominee.

P.M. Aoki, R.J. Honicky, A. Mainwaring, C. Myers, E. Paulos, S. Subramanian, and A. Woodruff. "Common Sense: Mobile Environmental Sensing Platforms to Support Community Action and Citizen Science" (demonstration). Adjunct Proc. Ubicomp 2008, Seoul, Republic of Korea, Sept. 2008, 59-60.

T. Schleyer, H. Spallek, B.S. Butler, S. Subramanian, D. Weiss, M.L. Poythress, P. Rattanathikun, G. Mueller. "Facebook for scientists: requirements and services for optimizing how scientific collaborations are established". Journal of Medical Internet Research, 2008;10(3):e24.

T.Schleyer, H. Spallek, B.S. Butler, S. Subramanian, D. Weiss, M.L. Poythress, P. Rattanathikun, G. Mueller. "Requirements for expertise location systems in biomedical science and the Semantic Web." Proceedings of "Personal Identification and Collaborations: Knowledge Mediation and Extraction (PICKME)", workshop at the International Semantic Web Conference, 2008.