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/PROTOTYPING
C   C#
C++   HTML
Java   Javascript
CSS   Flash

DESIGN TOOLS
Illustrator   Fireworks
Photoshop   Dreamweaver
InDesign

EDUCATION

CARNEGIE MELLON UNIVERSITY
Masters of Human Computer Interaction, Aug. 2007
Cumulative GPA: 4.0

PRINCETON UNIVERSITY
Bachelor of Arts, Computer Science, June 2004
Cumulative GPA 3.5 | Major GPA: 3.7

EXPERIENCE

INTEL CORPORATION
INTEL LABS
Oct. 2008 – Current, Santa Clara, CA

o   User research/design to create mobile context aware technologies.
o   Led user research on understanding practices of sharing information in microblogging and other social systems.
o   Designed user interfaces and led user research for ground truth data collection trial.
o   Led interaction design to showcase team's sensor technology work.

INTEL CORPORATION
ROTATION ENGINEER PROGRAM
Oct. 2007 – Oct.2008, Santa Clara, CA

o   Third rotation in Intel Research Emerging Platforms Lab: User research/design to create wearable context aware technology.
o   Second rotation in Intel Research Lab Berkeley: User research/design to create mobile sensing platform to support citizen science.
o   First rotation in Long Range Business Planning group: Market research/analysis on next generation user interfaces.

PITTSBURGH ONLINE RESEARCH COLLABORATION
CAPSTONE PROJECT LEADER
Jan. 2007 – Aug. 2007, Pittsburgh, PA

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

MICROSOFT WINDOWS INTERNATIONAL
PROGRAM MANAGER
Sept. 2005 – July 2006, Redmond, WA

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

MICROSOFT WINDOWS INTERNATIONAL
SOFTWARE DESIGN ENGINEER IN TEST
Summer 2003, Aug.2004 – Aug.2005, Redmond, WA

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