TANUJA SAWANT
UX DESIGNER & RESEARCHER

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EXPERIENCE

UX Intern| ADP
May'19 – Aug'19 | Alpharetta, GA

- Redesigned Information Architecture and created low fidelity prototypes for the home page of ADP's WorkforceNow platform
- Analyzed and designed UI components for ADP's design system using the atomic design methodology

UX Lead | Georgia Tech
Aug'18 – May'19 | Atlanta, GA

- Designed new user experiences for Robot Improv VR Circus – a VR installation wherein the user plays a props game with a humanoid AI agent
- Developed user interfaces to make the VR experience explainable and engaging, by prototyping design ideas, conducting in-person user studies, and implementing key features. Published research at ICCC 2019

Research & Design Intern | Microsoft Research
Jan'18 – Jun'18 | India

- Designed, developed, and tested a spatial audio equipped accessibility framework for video games for PC and Microsoft HoloLens
- 83.33% users with vision impairment found the framework completely usable. Demo presented at the ASSETS 2018 conference

Research Intern | Télécom ParisTech
Aug'17 – Dec'17 | Paris

- Developed tactile modules that simulate social touch to research how the vibrotactile and thermal characteristics of touch can leverage emotions
- Constructed high fidelity prototypes and designed a user study for testing

PROJECTS

Smart Scheduler for Stay-at-Home Parents
Aug'18 – Dec'18

- Designed and tested an intelligent planner for stay-at-home parents to schedule tasks and find time for hobbies
- Conducted interviews, performed qualitative analysis, and brainstormed design ideas to create wireframes and high-fidelity prototype. Obtained a SUS score of 83.8% from usability tests of the final prototype

Accessible Online Ordering
Aug'18 – Dec'18

- Redesigned and iteratively tested Schlotzsky's online ordering platform to make it user friendly and accessible accordng to the WCAG 2.1 guidelines
- Conducted exploratory research, heuristic evaluation, cognitive walkthroughs, think alouds, and usability benchmark tests to evaluate the prototype. Obtained a SUS score of 90.83% for the final prototype

EDUCATION

Georgia Institute of Technology
Aug'18 – May'20 (Expected)
MS Human Computer Interaction

BITS Pilani, India
Aug'13 – May'18
BE Computer Science
MS Physics

SKILLS

Design
Wireframing
Rapid Prototyping
Storyboarding
Information Architecture
Visual Design

Research

Interviews	Usability Testing
Task Analysis	Surveys
Affinity Diagram	Think Alouds
Card Sorting	Heuristic Evaluation

Tools

Sketch	Invision
Unity (VR/AR)	Adobe Suite
Balsamiq	Axure
Arduino	Framer

Programming
HTML, CSS, C, C#, C++, Java

ACHIEVEMENTS

Member of HCI Grad Council
Elected by 120 students, 2019-20

Co-Founder, College Compering Club

Gold Medalist, Women's Soccer at Spree – India's biggest inter-collegiate sports festival