


TANUJA SAWANT

UX DESIGNER & RESEARCHER

Seeking a UX Internship for Summer 2019

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EXPERIENCE

UX Lead & Developer | Georgia Tech Aug'18 – Present | Atlanta, GA

- Designing new user experiences for Robot Improv VR Circus – a VR installation wherein the user plays a props game with a humanoid AI agent
- Developing user interfaces to make the VR experience explainable and engaging, by prototyping design ideas, conducting in-person and MTurk user studies, and implementing key features

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. Uncovered issues for next iteration, demo presented at the ASSETS 2018 conference

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

- Designed and developed tactile modules that simulate social touch to research how the vibrotactile and thermal characteristics of touch modality can serve to leverage emotions
- Conducted literature review, constructed low and high fidelity prototypes, and designed a user study for usability testing

PROJECTS

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

- Ideated and designed 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% through evaluation sessions of the final prototype, also identified pain points to be addressed in the next iteration

Accessible Online Ordering Aug'18 – Dec'18

- Redesigned Schlotzsky's online ordering platform to make it more user friendly, and accessible according to the WCAG 2.1 guidelines
- Conducted exploratory research, created sketches & prototypes, and carried out 2 user feedback sessions during design iterations
- Conducted 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
Affinity Diagram	Surveys
Task Analysis	Think Alouds
Card Sorting	Heuristic Evaluation

Tools

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

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