Saiganesh Swaminathan

UI/UX engineer

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ABOUT ME

I am an UI engineer with a passion for building powerful interactive systems and tools that leverage human capabilities and novel device modalities.

WORK EXPERIENCE

Hasso-Plattner Institute
Research Intern at the HCI Lab, *September 2014-now*

Currently we are looking at using fabrication technology as a means in creating low-cost interactive systems for blind users. I lead the building of software and hardware for this interactive system

Xerox Research Centre Europe
Research Intern at ethnography team, *Mar 2014 - August 2014*

I helped build a tool that provides labor market information and visualizations to workers in crowdsourcing environment. I was responsible for the design of interface that provides the users with visualizations and dymanic query controls. Refer C3.

INSTITUT National de Recherche en Informatique et Automatique
Research Intern at Analysis and Visualization group, *May - August 2013*

We built a platform to help users build 3d visualizations that are physical using 3d printers and laser cutters. I was responsible for the design of the tool end to end. Refer C1 & C2.

EDUCATION

Technicsche Universitat - Berlin
Berlin, Germany, *2013-2014*
Masters in Human computer Interaction and Design

Universite Paris-Sud XI
Paris, France, *2012-2013*
Masters in Human Computer Interaction and Design

Shanmuga Arts Science Technology and Research Academy
Thanjavur, TN, India *2008-2012*
Bachelors in computer science and engineering

ETH Zurich
Zurich, Swtizerland, *2011-2012*
Exchange student at department of computer science

Publications

C3. Benjamin V. Hanrahan, Jutta K. Willamowski, **Saiganesh Swamina-than**, David B. Martin. TurkBench: Rendering the Market for Turkers. CHI 2015: *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, ACM*

C2. Saiganesh Swaminathan, Conglei Shi, Yvonne Jansen, Pierre Dragicevic, Lora Oehlberg, Jean-Daniel Fekete. Supporting The Design and Fabrication of Physical Visualizations. CHI 2014: *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems, ACM*

C1. **Saiganesh Swaminathan**, Conglei Shi, Yvonne Jansen, Pierre Dragicevic, Lora Oehlberg, Jean-Daniel Fekete. Creating Physical Visualizations With MakerVis. Interactivity Demo at CHI 2014: *Extended Abstracts of the SIGCHI Conference on Human Factors in Computing Systems, ACM*

SKILLS

UX Research: *Contextual Inquiry, Interviewing, Sketching, video prototyping, wireframing, storyboards, rapid prototyping*

Programming: *Javascript, HTML 5, CSS 3, D3, Processing, OpenGL, OpenCV, Python, Django, C++, Java, MySQL*

Hardware: *Gcode, Digital Fabrication, Arduino programming, machining, tooling, 3d printers, lasercutters.*

Design: *Photoshop, Illustrator, Premiere*

Languages: *French (beginner), German (Intermediate), English (Advanced)*

Scholarships & Awards

2011 Desh-Videsh Scholarship for study abroad (1000 $ + roundtrip air tickets)

2011 Scholarship from Global Information Systems group at ETH Zurich (5,250 CHF)

2012 - 2014 Scholarship from EIT ICT Labs for Masters program studies (16,800 € with tuition fee waivers)

2014 Rountrip travel expenses from INRIA to present my scientific paper in Toronto, Canada

2014 Bonus for filing invention disclosure at Xerox Research Europe

2014-2015 Stipendium from Hasso Plattner Institut to finish my thesis

HOBBIES AND ACTIVITIES

FOSS and GNU Linux clubs
French debating association & Berlin debating union
Quantified Self
Techbook Club Berlin