



AYSHWARYA SAKTHEESWARAN

User Experience Researcher

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SUMMARY

- User-centered design process + Technical problem solving
- 4+ years of experience in academic and industry settings as a user advocate
- Familiarity with IRB process and experience in designing complex studies
- Solid background in both qualitative and quantitative research methodologies
- Experience in researching and designing interfaces for cutting edge technologies

EDUCATION

Master of Science - Human Computer Interaction | Georgia Tech

Aug 2016 – May 2018 GPA: 4.0

Masters Project: Multi-modal interactions in information visualization systems

Master of Science – Computer Science | Virginia Tech

Jan 2014 – July 2016 GPA: 3.81

Master's Thesis: Role of Teaching Assistants in Introductory CS Courses (Ethnographic study)

Bachelor of Engineering – Computer Science | Anna University

Sep 2008 – May 2012 GPA: 3.41

Graduated First Class with Distinction

EXPERIENCE

User Experience Specialist | MathWorks | July 2018 – Current

I work with two different teams, one responsible for developing internal web-ready widgets for usage across all MathWorks products and another customer-facing development team in the MATLAB App building area. I contribute to all stages of product development by

1. Leading all UX design and research efforts for multiple concurrent projects
2. Providing UX consultation and interfacing with accessibility and visual design teams as required

User Experience Research Intern | AT&T FOUNDRY | Summer 2017

1. Uncovered needs and opportunities to improve knowledge management for AT&T Capacity Engineers, by conducting multiple rounds of user research.
2. Conducted research to identify requirements for network planning tools with Ericsson for 5G networks.

User Experience Intern | Meridium Inc., (now GE Digital) | Summer 2015

1. Designed and developed interactive data visualizations to replace existing datasheets indifferent modules in Asset Performance Management software.
2. Conducted usability evaluation of one of the data visualization prototypes I created, presented analysis and findings to senior management.

SKILLS

UX Research & Design

User Interviews
Focus Groups
Storyboarding
Contextual Inquiry
Affinity Mapping
Survey Design
Cognitive Walkthrough
Heuristic Evaluation
Prototyping
Physical prototyping

Prototyping Tools

HTML/CSS
AxureRP
Adobe Illustrator
Adobe Photoshop
Balsamiq
InVision
Marvel

Research Tools

Morae
Qualtrics
Survey Monkey

Programming Languages

Java
d3.js
jQuery/JavaScript
Python

Publications

Nabiyouni, M., Saktheeswaran, A., Bowman, D. A., & Karanth, A. (2015, March). Comparing the performance of natural, semi-natural, and non-natural locomotion techniques in virtual reality. In 3D User Interfaces (3DUI), 2015 IEEE Symposium on (pp. 3-10). IEEE

ACADEMIC PROJECTS

Multimodal interfaces in Information Visualization systems | Spring 2018

For my **MS project** at Georgia Tech, I collaborated with a Ph.D. student to understand how different input modalities (we focused on Speech and touch input) affect analysis in a network data visualization system. I developed 3 variations of a network data viz system – using only speech input, using only touch input and another using combination of speech and touch input.

I designed and executed a formal user study in order to understand the strengths and weaknesses of the input modalities and how they can be best leveraged together.

Way-finding on Georgia Tech campus | Fall 2016

A design project to identify and bridge the gaps in campus navigation, for students who prefer to walk the Georgia tech campus. I contributed in all phases of the research and design process. Using the insights from multiple rounds of user research, we built a high-fidelity prototype using AxureRP.

The role of teaching assistants in introductory CS Course | Summer 2016

A research project for my **MS Thesis** at Virginia tech. I investigated the role played by teaching assistants in introductory Computer Science programming courses using ethnographic methods.

Myo-Text | Fall 2014

Research and design of a symbolic input system using the MYO armband, that allows user input text using only hand gestures. This system was implemented in the form of a game interface using Processing.

Navigating Virtual Worlds | Spring 2014

A research project comparing the performance of 3 different navigational interfaces, each representing different levels of locomotion interaction fidelity in Virtual Reality. I contributed to the design of the user-study as well as the development of the study materials and the working software implementation for the study. We published the results from our formal User-study in 3DUI 2015.