

# Pardha S. Pyla

**EMAIL**

ppyla@vt.edu

**WEB**

<http://pyla.name>

**OFFICE**

1153 Knowledge Works II,  
2202 Kraft Dr,  
Blacksburg, VA 24060

**PHONE**

540-552-1072

## Objective

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Obtain a full-time position in user experience, interaction design, and usability engineering

## Relevant Education

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Doctor of Philosophy, Computer Science — Virginia Tech, Blacksburg, VA — Dec 2007

Graduate Certificate, Human-Computer Interaction — Virginia Tech, Blacksburg, VA — Dec 2006

## Skills and Techniques

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Ethnographic studies, contextual design, business process modeling, user classes/personas, scenarios and storyboarding, prototyping (paper/software), usability specifications, evaluation (lab-based, other), design principles/guidelines

## Selected Professional Experience

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**USABILITY CONSULTANT, NETWORK INFRASTRUCTURE AND SERVICES, VIRGINIA TECH — AUG 2008 TO PRESENT**

Performing usability walkthroughs and providing redesign solutions for Virginia Tech Emergency Notification System (a campus-wide emergency alerts management system)

**POSTDOCTORAL ASSOCIATE, DEPARTMENT OF COMPUTER SCIENCE, VIRGINIA TECH — DEC 2007 TO PRESENT**

Managing the usability engineering methodologies group and training students in HCI topics

**USABILITY CONSULTANT, MERIDIUM INC., ROANOKE, VIRGINIA — SUMMER/WINTER 2006**

Developed interaction designs for a new mobile software solution, conducted usability evaluations of Meridium software suite, and introduced usability best practices and guidelines into their development life cycle

**INTERACTION DESIGNER, CENTER FOR HUMAN-COMPUTER INTERACTION, VIRGINIA TECH — SUMMER 2005**

Created interaction designs and conducted usability evaluations for usability engineering tools as part of United States Air Force Office of Scientific Research grant

**USABILITY ENGINEER, COLLEGE OF VETERINARY MEDICINE, VIRGINIA TECH — AUG 2003 – DEC 2003**

Was part of team that conducted ethnographic field visits, interaction design, rapid prototyping, and usability evaluation of a website for managing a certification examination for veterinarians

**INTERACTION DESIGNER AND SOFTWARE DEVELOPER, DEPARTMENT OF CHEMISTRY, VIRGINIA TECH — JUNE 2001 – MAY 2002**

Developed interaction designs and implemented web-based and standalone applications in Java for data mining, analyzing, and recording patterns in sets of torsion angles of protein structures

## Selected Projects in Human-Computer Interaction

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**SUPPORTING GROUP DECISION MAKING IN AFFINITY DIAGRAMMING ACTIVITIES USING SOFTWARE TOOLS**

Currently leading a team developing a system to support consensus building and collaborative work in contextual analysis

**CONTINUOUS USER INTERFACES FOR MULTI-DEVICE USER INTERACTION**

Was part of three-member team that developed design guidelines to address problems that users face when migrating a task from one device to another

#### **EMBODIED DATA OBJECTS FOR TANGIBLE INTERFACES TO INFORMATION APPLIANCES**

Developed a novel interaction paradigm that uses RFID-based tangible objects to naturally interact with computing devices (won First Place at Annual Research Symposium, see below)

#### **VISUALIZATION OF USABILITY DATA/METRICS FOR USABILITY PROCESS IMPROVEMENT**

Developed the interaction design and software implementation of a tool to visualize usability problem data for meta-analysis of team performance (later led a team that extended this work)

#### **MOBILE NAVIGATION ASSISTANT FOR CAMPUS STUDENT CENTER**

Led a team that designed and evaluated a handheld application to facilitate independent and easy navigation for new visitors to Squires Student Center at Virginia Tech

### Selected Professional Awards and Honors

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- Outstanding Doctoral Student, College of Engineering, Virginia Tech, 2007
- First Place, Interactive demo and presentation, *Embodied data objects: Tangible Interfaces to Information Appliances*, 22nd Annual Research Symposium and Exposition, Virginia Tech, 2006
- Invited Student Commencement Speaker, *Graduate Commencement Ceremony*, Virginia Tech, 2007
- Citizen Scholar Award, for scholarship in service to the community, Virginia Tech, 2007

### Books

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- Hartson, H. R. and Pyla, P. S. *Engineering the User Experience: Product, Process, and Beyond* (A comprehensive textbook on usability engineering process, design guidelines, and usability evaluation methodologies). Expected to be published late 2009.
- Pérez-Quiñones, M.A., Pyla, P. S., and Tungare, M. *User Interface Software: Principles and Technologies*. Chapman & Hall/CRC. Expected to be published late 2009. ISBN-10: 1420082523.

### Selected Refereed Publications

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- Pyla, P.S., Tungare, M., Pérez-Quiñones, M.A., and Holman, J. Continuous user interfaces for seamless task migration, (to appear in) *HCI International*, 2009.
- Pyla, P.S., Hartson, H.R., Pérez-Quiñones, M.A., Arthur, J.D., Smith-Jackson, T.L., and Hix, D.A. "How do I evaluate THAT?" Experiences from a systems-level evaluation effort, (to appear in) *HCI International*, 2009.
- Pérez-Quiñones, M.A., Tungare, M., Pyla, P.S. and Harrison, S., Personal information ecosystems: Design concerns for net-enabled devices. *The 6th Latin American Web Conference*, 2008.
- Pyla, P.S., Howarth, J.R., Catanzaro, C. and North, C., Vizability: A tool for usability engineering process improvement through the visualization of usability problem data. *The 44th ACM Southeast Conference (ACMSE)*, 620–625, 2006.
- Tungare, M., Pyla, P.S., et. al., Embodied data objects: Tangible interfaces to information appliances. *The 44th ACM Southeast Conference (ACMSE)*, 359–364, 2006.
- Pyla, P.S., Tungare, M. and Pérez-Quiñones, M.A., Multiple user interfaces: Why consistency is not everything, and seamless task migration is key. *The CHI '06 Workshop on The Many Faces of Consistency in Cross-Platform Design*, 2006, 55–60.

### Professional Memberships

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- Usability Professionals' Association (UPA)
- ACM Special Interest Group on Computer-Human Interaction (ACM SIGCHI)
- Green Technology Entrepreneurship Academy, UC Davis Center for Entrepreneurship