SREE ANIRUDH J BHANDARAM

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Objective

Seeking a User Experience Research or Design position. Available Immediately.

Education

Rochester Institute of Technology, Rochester, NY **GPA:** 3.9/4.0
Master of Science in Human Computer Interaction; Degree Expected: June 2011
Relevant Courses: Usability Testing, User-Centric Design Methods, Usability Engineering, Eye Tracking Theory and Applications, Advanced Topics in HCI, Research Methods, Programming for the Web, Graphical Elements of the UI.

Jawaharlal Nehru Technological University, Andhra Pradesh, India
Bachelor of Technology in Computer Science Engineering; May 2007

Work Experience

Paychex Inc., Rochester, NY
Usability Testing Intern, 03/2011 – 05/2011
Led a research effort aimed at understanding and improving client-facing reports. Responsibilities include planning, recruiting, site visit and telephone interviews, contextual inquiry, note taking, data analysis and usability report creation.

Eastman Kodak Co., Rochester, NY
Human Factors Intern, 06/10 - 09/10
Worked with another intern to develop solutions for user interface workflow design in a relatively short timeframe. Responsibilities included Design Research, User Needs Analysis, Interaction Design, Wireframing and high level Prototyping for retail products and software. Developed High-Level Prototypes for Usability testing

Rochester Institute of Technology, Rochester, NY
Teaching Assistant, 03/09 – present
Assist students as a teaching assistant in the following courses: Interface Design and Development, Web Foundations, Introduction to Web Development, Introduction to Multimedia and Introduction to Interactive Media.
Research Assistant, 09/10– 11/10
Note taker, 09/08 – 11/09
Assisted deaf and hard of hearing students in classes by taking notes.

Infosys Technologies Limited, Bangalore, Karnataka, India
Software Engineer, 06/07 – 07/08.

Curricular Projects

Usability testing on www.datamentor.org
Conducted a usability test on www.datamentor.org. Identified and recruited users, created a test plan, conducted pilot and actual usability tests, collected and analyzed relevant data, created the usability test report and presented results.

Usability Engineering (Gym Software Design)
Designed touch screen gym software, which helps gym users accomplish basic tasks. Created stakeholder personas and scenarios, created low and high fidelity prototypes and after intensive testing, created the final software.

User-Centered Design Methods
Applied Scenario Based Design and Contextual Design methods to a project involving a self-checkout system. Conducted contextual inquiry, created activity, information & interaction design scenarios, claims analysis and storyboards. Created individual and consolidated work models, Redesigned work practices using visioning and storyboarding and created a user environment design diagram.

Eye Tracking study
Examined the viewing behavior of users visiting Chipotle's online ordering website using an SMI remote eye-tracker. Answered research questions like "What is the first item that attracts users, when viewing the website?" and "Is there a significant difference in viewing behavior of the Chipotle website users when engaging in different tasks?"

Skills

Usability Engineering and Testing: Persona development, task analysis, heuristic evaluations, prototype development, participant recruiting, test session moderation, test plan creation, data analysis, usability report creation

User-Centered Design Methods: Contextual inquiry, scenario-based & contextual design methods, design scenarios, storyboarding and work modeling

Eye Tracking: Experience with SMI/Tobii and ASL Eye Trackers and their respective software

Web Development: PHP, xHTML, XML, XSLT, CSS, jQuery, JavaScript, Wordpress

Research Design: Qualitative Research, Research Surveys and Analysis

Prototyping Tools: Adobe Flash, Adobe Fireworks, Photoshop and Adobe Dreamwwaver

Technical: Acrobat, Microsoft Visio, Microsoft Word, Microsoft PowerPoint and Microsoft Excel