PRASANNAVENKATESH CHANDRASEKAR

WWW.GEARSOFCREATIVITY.COM

EXPERIENCE

INTUIT SENIOR INTERACTION DESIGNER   Oct '15 - present

Interaction design for QuickBooks Self-Employed's native app experience (iOS and android), Invoicing and Auto-mileage tracking features. Conduct qualitative user research, participate in stakeholder meetings, produce user journey maps and user flows. Create low and high fidelity mockups, interactive prototypes. Work with visual designers to translate wireframes to the final design.

CARNEGIE MELLON UNIVERSITY UX DESIGNER   Aug '14 - Dec '14

Functioned as the UX designer on project "Snowdrop", a collaborative effort between Carnegie Mellon University and the Center for Victims of Violent Crimes in Pittsburgh to design and develop an offender tracking system that would warn victims about the release or transfer of their offender from prison. Conducted user research along with the team, designed the system information architecture and mobile app component and visual assets.

SNAPDEAL UX DESIGNER   Nov '13 - Apr '14

In charge of designing the interface and experience for Snapdeal's mobile website, android and iOS apps. Responsibilities included conducting user research, producing user journey maps, mockups, prototypes in multiple levels of fidelity and user validation / testing at the end of the process. Worked closely with the QA team to evaluate the usability of the product.

INFOSYS LIMITED UI DESIGNER   Dec '10 - Nov '13

Worked on designing user interfaces for web / mobile platforms for multiple clients of Infosys. Notable projects include the redesign of a financial portfolio management system, design of a knowledge sharing platform for UNESCO and an employee management portal. Assisted the team in conducting user research, usability analysis and client presentations.

SKILLS

Design
Storyboarding, Journey mapping, User personas, Wireframing, Interactive prototypes, Mockups , Data visualization, Information Architecture and Visual design.

Research
A/B testing, Contextual inquiry, Wizard of Oz, Affinity diagrams, Flow and sequence models, Think alouds, Heuristic evaluation, Web analytics, Surveys and Usability analysis.

Technology
HTML 5, CSS 3, Javascript and Processing

EDUCATION

CARNEGIE MELLON UNIVERSITY   Aug '15

Masters of Human Computer Interaction

ANNA UNIVERSITY   Apr '10

B.Tech Biotechnology

TOOLS

DESIGN & WIREFRAMING	PROTOYPING
Sketch	Invision
Photoshop	Principle
Illustrator	Framer
Balsamiq	Keynote
Indesign	After Effects
Justinmind	Axure

AWARDS & RECOGNITIONS

Scott Cook Innovation award (Critical contributor)
Intuit 2016

1st place
Hack NC 2014

Semi-finalist
Disney Imaginations design contest 2015

Infy Bravo award
Infosys 2013

Outstanding student award
KSR College of Technology 2013

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