



aman parnami

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EDUCATION

Expected May 2013 **M.S. Human-Computer Interaction** (GPA: 4.0)
Georgia Institute of Technology, Atlanta, GA

2003-08 **B.S.- M.S. Computer Science**
Indian Institute of Technology, Mumbai, India

EXPERIENCE

2011-Present **Research Assistant**, Georgia Institute of Technology
Enable new interactions using embedded and environmental sensors. *Build* applications for mobile devices and tabletops.

2010-11 **Interaction Designer**, *freelancer*
Created a Customer Relationship Management tool in collaboration with the sales team of a startup that provides tutoring to high school students. *Advised* design and development teams of another startup remotely.

2008-10 **Usability Analyst**, Standard Chartered Bank,
Initiated user-centered design process in the development of financial applications for web and mobile. *Interviewed* stakeholders. *Proposed* wireframes that incorporated their feedback. *Conducted* normative evaluation of prototypes. *Guided* visual designers, prototypers and developers.

PROJECTS

Jan-Apr 2012 **Energy Conservation for Adults**, Dr. Jim Foley
Surveyed adult college students and newlyweds about their energy usage behavior. *Generated* persona and scenarios that informed multiple designs. *Prototyped* a plant-like artifact, read-only display and a mobile app. *Evaluated* prototypes with potential users.

2011-Present **Tangible Anchoring**, Dr. Ali Mazalek
Generated storyboards complete with information visualizations and novel interactions between interactive tabletop and tangibles for news reading room setup. *Fabricated* interactive tangible prototypes.

Aug-Dec 2012 **Student Debt Visualization**, Dr. John Stasko
Developed an interactive visualization meant for exploration of data pertaining to financing of secondary education by students. This system used D3.js visualization library.

May-Oct 2012 **Backtap and Taparrazi**, Dr. Gregory Abowd
Designed and *implemented* novel tapping interactions on the case of a smartphone based on the existing on-platform motion sensors. *Conducted* usability study with 24 students.

SKILLS

Data Gathering

Contextual Inquiry
Focus Groups
Persona
Scenarios

Evaluation

Cognitive Walkthrough
Heuristic Analysis
Think Aloud
Interviews

Prototyping

Adobe Creative Suite
Design Sketching
Powerpoint
Balsamiq
Axure

Development

Visual Studio
Eclipse
XCode

Languages

HTML5
CSS
Javascript
PHP
Java
Python
SQL
Processing
C#

Mobile

Android
iOS

Misc

Arduino
ZigBee
3D Modeling