

SHAMBHAVI MAHAJAN

UX Designer & Researcher

शांभवी महाजन

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EDUCATION

MS, Human Computer Interaction Aug 2015 - Present

Georgia Institute of Technology

BE, Mechanical Engineering Aug 2011 - May 2015

University of Mumbai

EXPERIENCE

Graduate Research Assistant Jan 2016 - Present

Center for Assistive Technology and Environmental Access

Designed the UI for Align, a wayfinding iOS app for visually impaired older adults using animations, visual and voice interfaces on Sketch, following iOS design principles and guidelines
Conducted user studies to test solutions for further iterations

Research Intern May 2016 - Aug 2016

Aware Home Laboratory

Ideation, documentation, 3d modeling, prototyping, development of the Smart Bathroom at Aware Home Laboratory, Georgia Tech
Communicated with key stakeholders to design the Smart Floor and grab bars rigged with load cells and pressure sensors, which can monitor the gait of the end users

UX Designer Feb 2016 - Apr 2016

The George W. Woodruff School of Mechanical Engineering

Designed low fidelity and high fidelity mock ups for expo.gatech.edu on Balsamiq and HTML/CSS
Designed the interaction flows and information architecture to create an aesthetically pleasing and usable website

PROJECTS

NASA Multimodal Caution and Warning Jan 2016 - Apr 2016

Following the design process, prototyped and presented a wearable alert system for astronauts in spacecrafts, at the NASA Wearable Technology Symposium 2016 at NASA JSC

DJS Racing Dec 2012 - May 2015

Researched anthropometry and human factors, and built an ergonomic cockpit, body, and dashboard of a Formula SAE race car for Formula Student Germany 2014 along with digital design, graphic design, and responsive web design for the team

SKILLS

Sketching
Paper prototyping
Photoshop
Illustrator

3D modeling
Solidworks
AutoCAD

Front End Programming
HTML/CSS
Javascript

Rapid Prototyping
Task flows
Wireframing
3D printing
Laser cutting
Arduino
Carbon fiber fabrication

User research
Personas
Contextual inquiry
Survey design
Heuristic evaluation
Usability testing

INTERESTS

Human centered design
Human machine interfaces
Interactive environments
Ubiquitous computing
Tangible interactions

PUBLICATIONS

Johnson, Catherine S., Shambhavi Mahajan, Mehmet Ordu, Samyukta Sherugar, and Bruce N. Walker. "Will o'the Wisp: Augmented Reality Navigation for Hikers." In International Conference on Human-Computer Interaction, pp. 365-371. Springer International Publishing, 2016.