

+1 (949) 346 7184

kritin@gatech.edu

/in/kritinelavelli

kritinelavelli.com

Kriti Nelavelli

UX Designer + Developer

A graduate student specializing in HCI, looking for an internship where I can apply my knowledge of HCI and Computer Science to design and develop memorable user experiences.

Skills

Research
Interviews
Focus Groups
Contextual Inquiry
Heuristic Evaluation

Design
Storyboarding
Personas
Wireframing
Paper Prototyping
Task Analysis
UI Design

Software
HTML5, CSS
JavaScript
AngularJS
Photoshop
Illustrator
Unity
D3.js
Python
C, C++, C#
MySQL

Interests

UI/UX Design
Data Visualization
Ubiquitous Computing
Hardware Prototyping
Modular Design
Game Design

Awards

Best Outgoing Student
All-round performance
at Amrita University

The Duke of Edinburgh's
Award
Achieved Silver level in
2010

Education

Georgia Institute of Technology, Atlanta Aug 2016 - May 2018
MS in Human Computer Interaction, GPA: 4.0/4 (expected)

University of California, Davis Mar 2014 - Jun 2014
Global Study Program, GPA: 3.46/4

Amrita School of Engineering, India Jul 2010 - May 2014
BE in Computer Science and Engineering, GPA: 9.38/10

Work Experience

Microsoft, Hyderabad, India Jul 2014 - Oct 2015
UX Engineer
Created a one-stop portal for developers to download UI components that follow strict UI guidelines used uniformly across Microsoft IT applications.

Software Engineer
Exposed WCF and Azure REST Services for a Master Data Management system. Developed services for bulk and single-row data manipulation operations.

Microsoft, Hyderabad, India May 2013 - Jul 2013
Software Development Engineer in Test Intern
Designed a Windows Phone 8 app that remotely triggers the execution of a Visual Studio test project using a WCF service. Also designed and developed the User Interface of the application.

Projects

Mass Spatial Gaming - Humans vs Zombies 🎮 Aug 2016 - Dec 2016
Interaction Designer | UX Researcher | Developer
Designed and prototyped a working kiosk for an on-campus game based on results obtained from ethnographic research. The kiosk replaces long, error-prone tasks with simple and easy interactions, creating an enjoyable and immersive gameplay experience.

Video Game Design - HellWorld 🎮 Aug 2016 - Dec 2016
Level Designer | Interaction Designer | Developer
Built a third-person science fiction horror game using Unity. Designed the character and environment, as well as the storyline and game objectives.

Data Visualization (ongoing) Dec 2016 - May 2017 (expected)
User Researcher | Information Architect | Interaction Designer
Creating a narrative/educative, interactive visualization to describe the workings of the foreign exchange market.