

www.tararamanan.com

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📍 Atlanta, GA

Education

MS - Human Computer

Interaction

Georgia Institute of Technology

Expected Graduation: May '17

MSc (Tech) Information

Systems

BITS-Pilani, India

July '09 - July '13

Skills

UX research and design

Affinity Mapping

Contextual Interviews

Cognitive Walkthroughs

Heuristic Evaluation

Personas

Survey Design

Tools and environments

Sketch3

InVision

Processing

Arduino Prototyping

Raspberry Pi Prototyping

Android SDK

Frostbite Game engine

MAYA

NUKE

Programming Languages

Python Java C

HTML Bash

Areas of Interest

Ubiquitous computing

Interaction Design

Multimodal Interface Design

User flow design

Interactive Environment Design

Information Visualization

Other Achievements

Movie Credits - Technical Director

How to Train your Dragon 2

Penguins of Madagascar

Shrek's Adventure (VR immersive ride)

Tara Ramanan

Interaction and Experience Designer

Creative Technologist and Developer

Work Experience

EA DICE, Los Angeles | Game and UX Design Intern

May '16 – Aug '16

Proposed and implemented a new design for the New Player Experience in Spectator Mode for Battlefield 1. Also, created widgets and UI elements used in the game display.

Dreamworks Dedicated Unit | Technical Director (Animation + Final Layout)

Aug '13 – July '15 (Full time employee, Bangalore)

Jan '13 – Jun '13 (Intern, Redwood city)

Designed and engineered inter/intra department and cross site pipeline tools and workflows for artists, customized to the needs of the artists, and each show. I provided support to a cross site team of 30+ animators on Penguins of Madagascar. I also developed plugins for Dreamworks Animation's animation software - Premo.

Selected Interaction Design Projects

Watch handed input interface for smartwatches

September '16 - Present

Built a taxonomy of one handed input gestures after studying 25+ papers. Am currently designing smartwatch applications that use a broad set of gestures from this taxonomy as appropriate inputs to a smartwatch being worn on the same hand.

ThimbleScan | Copy-Paste text from Paper

August '16 – December '16

Invented a finger wearable and a corresponding pipeline, that responds to touch gestures on paper and aids copy pasting and interpreting of text from physical paper to a digital medium.

Remark | A pen for student feedback

September '15 - December '15

Designed and prototyped an IOT based system, for students in high school classrooms to facilitate 2 way interaction between students and teachers, through an attachment on each student's pen.

Round Wristwatch Interaction

January '16 – September '16

Redesigned, prototyped and evaluated, our smart watch interface to suit a round screen by designing new kinds of touch gestures.

(F)airbnb | An interactive visualization of Airbnb in SF

August '16 - December '16

Designed a web based interactive visualization of Airbnb variables in San Francisco, to help gain insight into what factors influence price markup of Airbnb listings in the city.