

SKILLS

Prototyping Tools

HTML/CSS ●●●●●
AXURE RP ●●●●○
PHOTOSHOP ●●●●○
ILLUSTRATOR ●●●●○

Programming

JAVA ●●●●○
JAVASCRIPT ●●●●○
d3.js ●●●●○
C++ ●●●●○

UX Research and Design

User Interviews
Focus Groups
Storyboarding
Contextual Inquiry
Affinity Mapping
Survey Design
Paper Prototyping
Physical prototyping
Cognitive Walkthroughs
Heuristic Evaluation

INTERESTS

User Experience Design
Interaction Design
Computer Science Education
Information Visualization

PUBLICATIONS

Nabiyouni, Mahdi, Ayshwarya Saktheeswaran, Doug A. Bowman, and Ambika Karanth. "Comparing the performance of natural, semi-natural, and non-natural locomotion techniques in virtual reality." In 3D User Interfaces (3DUI), 2015 IEEE Symposium on, pp. 3-10. IEEE, 2015.

EDUCATION

M.S. - HCI *May 2018 (Expected)* *GPA : 4.0*
Georgia Tech
Coursework : Introduction to HCI, Psychology Research Methods for HCI, Design Games.

M.S. - CS *July 2016* *GPA : 3.81*
Virginia Tech
Coursework : Virtual Environments, Human centered design for User Interfaces, Natural User Interfaces, Information Visualization, Usability engineering, Feminisms and Interaction Design.

B.E. - CS *June 2012* *GPA : 3.41*
Anna University
Coursework : Data Structures, Computer graphics, Database Management systems, Software engineering, Artificial intelligence, Design and analysis of algorithms.

EXPERIENCE

Meridium Inc. *UX DESIGN INTERN* *Summer 2015*
(now GE Digital)
Roanoke, VA
Responsibilities included designing, developing and conducting usability tests for various visualization modules for a new version of their Asset Performance Management software.

Tata Consultancy Services *SOLUTION DEVELOPER* *2012-2013*
Chennai, India
Worked on design and end-to-end development of different modules in four different software projects: Store Management System, Human Asset Management System, Schedule Tracking System, Agriculture Expert System.

ACADEMIC PROJECTS

Wayfinding on Georgia Tech campus *Fall 2016*
A design project to identify and bridge the gaps in campus navigation, for students who prefer to walk the Georgia tech campus. Using the insights from multiple rounds of user research, a medium fidelity prototype was built using AxureRP.

Smart Mirror *Spring 2015*
A design for a theoretical Smart mirror, envisioned to support features such as live feedback and preview for online shopping. The project covered four phases of the usability engineering cycle - analysis, design, prototyping and evaluation.

Hungriest Hokies *Spring 2015*
A user centered design project to design a one-stop digital intervention for food solution for on-campus restaurants at Virginia Tech, in the form of a mobile app. A high fidelity prototype was built using AxureRP.

Myo-Text *Fall 2014*
A symbolic input system using the Myo armband, that lets the user input text using only hand gestures. This system was implemented in the form of a game interface using Processing.

Comparing the Performance of Natural, Semi-Natural and Non-Natural Locomotion Techniques in Virtual Reality *Spring 2014*
Formal user studies were conducted to compare the performance of three locomotion interfaces of different interaction fidelities. The results were in line with our hypothesis about the inferior performance of semi-natural interfaces.