

Sanka Tandav Krishna

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Education

Masters of Sciences in Human Computer Interaction, CS (2007 – 08), GPA : 3.76/4

Georgia Institute of Technology, Atlanta, Georgia, USA.

Bachelors of Design, Communication Design (2001 - 05), CGPA : 8.09/10

Indian Institute of Technology (IIT), Guwahati, Assam, India.

Work Experience

Principal Product Designer,
CA Technologies, Hyderabad (April 2014 - Present)

Lead Interaction Designer,
Druva Inc, San Jose / Pune (April 2012 – April 2014)

Senior Interaction Designer [LeanTaaS Inc],
Pramati Technologies, Santa Clara / Hyderabad (April 2011 – April 2012)

User Experience Architect / Front End Developer & Founding Member,
ViVu, Santa Clara, CA / Bangalore, India (December 2008 – March 2011)

Interaction Designer,
Honeywell Technologies Solution Lab, Minneapolis & India (Dec 2005 – July 2007)

Software Engineer,
Wipro Technologies, India (July 2005 – Nov 2005)

Internship

User Experience Design Intern,
NVIDIA, Santa Clara (May 2008 – August 2008)

Research Assistant, Prof. Ali Mazalek & Prof. Michael Nitche
Syn Lab & DWIG lab, Georgia Tech (August 2007 – December 2008)

Teaching Assistant, Prof. Rosa Arriaga
Introduction to Cognitive Science, Georgia Tech (Jan 2008 – April 2008)

Game Developer,
GTI, ETSIT, UPM, Madrid (May 2004 – July 2004)

Graphic Designer & Content Developer,
National Institute of Design, Ahmedabad, India (May 2003 – July 2003)

Technical Skills

O/S: UNIX, Windows9x/ NT/ 2000/ XP, DOS, Mac.

Languages: C, C++, Java, J2EE, HTML/CSS, DHTML, SQL, VRML, Python, Processing, PL/ SQL

Software: Photoshop, Flash (+ action script 3.0), Corel DRAW, Free Hand, Illustrator, Director, Dream weaver, Premiere, Ms Office, 3D Studio Max, Maya, Rhinoceros.

Six Sigma: Voice of customers, Thought process map, Work flow diagrams, Suppliers input Process output based on customers, Failure

mode effect analysis, Cause and effect matrix, Pareto charts, Pugh analysis, Control charts. (Green Belt Certified)

Design: Think-aloud protocol, Question-asking protocol, Card sorting, Ethnographic -study, Heuristic Evaluation, Contextual Enquiry, Persona Creation, Task analysis, GOMS Modeling, Rapid Prototyping, User Testing.

Selected Projects

Cloud Service Management, Hyderabad (April 2014 - Present)
Part of a 4-member UX team. Worked closely with various stakeholders on enhancing the usability of the product.

Druva Inc, San Jose & Pune (April 2012 – Present)
Involved in complete redesign of the end point backup & sharing user experience. Based on the Gartner's report, Druva inSync has been rated number one in user experience when compared with rest of the storage products.

LeanTaaS Inc, Santa Clara & Hyderabad (April 2011 – April 2012)
Involved in defining user experience for Business Intelligence Platform LeanTaaS [Lean transformation as a service]. Was also actively involved in talking with end users, understanding requirements and transferring those requirements as prototypes to be used by the dev team for implementing in the BI platform.

ViVu, Santa Clara & Bangalore (Dec 2008 – April 2011)
One of the founding members and user experience architect for the web / skype based multi party video conferencing solution. Designed / implemented the front end of the application in JAVA / Action script 3.

1. Conceptualized user experience for video collaboration
2. Developed & designed front end components for ViVu user interface
3. Worked on white labeling various components for customers
4. Designed ViVu website and iterated it several times over the past 2 years
5. Designed corporate identity for ViVu including Logo and promotional material

NVIDIA, Control Panel Design, Santa Clara (May 2008 – August 2008)
Conceptualizing next generation graphics card control panel, Sedona 2.0 for windows 7.

Novar Logic II, NOVAR team, Cleveland (Jan 2007 – July 2007)
Design of a web application used to configure, monitor & control various building automation systems.

Kingfisher, HBS team, Minneapolis (Oct 2006 – Dec 2006)
Interface design for thermostat wall module. Design of interaction on small screen display with fixed segment technology.

FCI CAM Works, Gamewell-FCI, Connecticut (Jan 2006 – May 2006)
Developed interaction for a desktop application used for configuring and monitoring fire panels systems.

Systematic test management tool, HTSL, Bangalore (May 2007 – July 2007)
Interface design for a windows application that is used to manage the testing process in software development life cycle.

Graduate

Energy Monitoring System, Prof. Gregory Abowd, Gatech (*Jan 2008 – Nov 2008*)

An experimental project to create energy utilization awareness through social networking through a four pronged approach Collaborate, Learn, Monitor & Predict

Ace Networking, Engineering Psychology Course Group Project (*Aug 2008 – Nov 2008*)

We used competitive analysis, user analysis, task analysis, workload analysis, and alternate design evaluation methods for conceptualizing a collaborating solution in an office setting.

Virtual Shopping Mall, Prof. Pradeep Yammiyawar, IITG (*Aug 2004 – Nov 2004*)

Created an interactive virtual 3D shopping experience over internet.

AASVI, Prof. Bruce Walker, Gatech (*Aug 2007 – Nov 2007*)

As a part of introduction to HCI class built an adaptive and accessible system for visually impaired.

TUI 3D, Prof. Ali Mazalek & Prof. Michael Nitche, Gatech (*Aug 2007 – Nov 2007*)

Exploring the use of flexible, expressive and intuitive tangible interfaces in virtual puppetry, cinematic storytelling, or live performances.

Knowledge Garden, Prof. Irfan Essa, Gatech (*Mar 2008 – April 2007*)

Information Visualization of internet usage history based on semantic metadata like events, people, places, relationships etc.

Operation Peace Portal, Prof. Santosh Vempala, Gatech (*Feb 2008 – April 2008*)

Built a web portal for low income Atlanta community center, through which children, teachers and administrators can interact and build a shared learning environment.

Uwatch, Prof. Thad Starner, Gatech (*Sep 2007 – Nov 2007*)

Implemented and evaluated the use of touch screen and gesture interfaces over the wrist.

Mobile Radio Networks, Prof. Khyathi Nagar, IITG (*Jan 2003 – April 2003*)

E-Learning multimedia module explaining the working of mobile phones to farmers in rural areas in India. This is aired in Doordarshan, India's oldest and most popular television channel.

Alcheringa, Manthan, Finesse, Prakriti (*Aug 2002 – Dec 2004*)

Websites & content development for Intra and Inter college cultural festivals in IITG

Awards & Honors

Employee of the year - II at Druva for the year of 2012 – 2013.

Won 2nd place in yearly hack day competition held at Druva in Jan 2013.

Two invention disclosures during my term at ViVu for creating innovative user experience for video conferencing

Two invention disclosures during my term at Honeywell in the project, Novar Logic II.

Student Research Scholarship by European Commission under the OLGA, Online gaming project. (*May – July 2004*)

Individual Excellence Awards during the term in Honeywell for contributions made in projects Novar Logic II & STEM.

Pratibha Scholarship, Government of Andhra Pradesh, India
Received scholarship during the Undergraduate term 2001-05 for academic excellence.

Olympiad Scholarship from central government of India for securing 4th rank in the national level Mathematics Olympiad in the year 2000.

Secretary, Fine Arts Club, IIT Guwahati student gymkhana council for two years.

Conferences

Hospital Workflow Issues, Health Care Information Systems, Gatech & Emory Knowledge Garden, Computation Journalism, Gatech
TUI 3d, GDX - Game Developers Conference, Savannah School of Art and Design
Giving your self to the game: transferring a player's own movements to avatars using tangible interfaces, ACM SIGGRAPH 2009

Website

<http://www.tandavkrishna.com>