

# Joe Abhishek Dara

## UX DESIGNER

Innovating under constraints

 <http://joeabhishek.github.io>

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## Work Experience

**Ammunition** as **UX Designer Intern** May'16 - Present

- Service and Product Strategy : Gathering requirements, competitive benchmarking, user needs definition and product requirements.
- Interaction design : Interaction concepts, wire-framing, prototyping, testing, spec'ing and working with visual designers on final interfaces.

**Augmedix** as **Interaction Design Intern** Jan'16 - May'16

- User research to find out the requirements of stakeholders or doctors.
- Inventory and Heuristic Evaluation of the Google Glass Application.
- User flows and empathy maps of stakeholders or doctors.
- Complete redesign of the Google Glass Application of Augmedix.
- Notification system design of scribe cockpit and provider portal.

**Prysm Inc** as **UX Design Volunteer** Jan'16 - Present

- Collaborating with Brandon Fischer (VP of Research and Development) to re-design Prysm workspaces for education.
- UX research of existing workflows and technology in classrooms.
- Study of behaviour of people using large screen interactive displays.
- Designing a framework for collaboration using large screen displays.

**FusionCharts** as **Software Developer** May'13 - June'14

- Assessed user requirements through domain research and customer feedback. This helped build road map for future components.
- Designed and prototyped charting components for user testing.
- Created cross-device responsive dashboards with the chart components for data visualization.

## Selected Projects

**IUPUI** as **Research Associate** Jan'15 - Present

- Working on a project funded by Google to solve the problem of excess notifications on multiple devices.
- User Research : Designed and conducted a card sort survey to study user requirements and preferences for notifications and their context.
- Technology : Exploring notification routing between wearables.

**Audio Sword | Screenless Navigation** June'15 - Present

- Research on simplified mobile app navigation patterns for blind users.
- Designed screenless navigation using hand gestures and aural cues.
- Visit Portfolio for more details : <http://joeabhishek.github.io>

## Education

**MS in Human Computer Interaction (HCI)**

Indiana University - Purdue University, Indianapolis (IUPUI)  
Jan'15 - Expected Dec'16

**B.Tech in Electronics & Communication (ECE)**

Gitam University  
Jun'08 - May'12

## Skill Set

### Design

Interaction Design, User Interface Design, Application Wireframing, Information Architecture, Interaction Maps, Personas, Storyboarding, Brainstorming, Sketching, Visual Design, Concept Maps, Journey Maps, Ecological Maps

### Evaluation

Think Aloud Protocol, Contextual Inquiry, Cognitive Walkthrough, Usability Testing, Heuristic Evaluation

### Design Tools

Sketch 3, Photoshop, Illustrator, MS Office (Word, Powerpoint, Visio), Balsamiq, Keynote

### Prototyping

Pixate, Invision, Framer.js, Axure

### Development

HTML5/CSS, Javascript, Python, PHP, Java, Android, iOS