



## Karthikeyan Kandavelu

UX Designer, Interaction Designer

Over the last 8 years, my passion in improving experience that enhance human life, gave me opportunities to design mobile and web applications for HR, Retail and Mining & Construction domains.

Skilled in designing simple, intuitive, usable digital interfaces and interactions that is accessible by every human being and works best in all environment and situations. I support collaboration, inclusion, trust and transparency.

I am Certified Usability Analyst from Human Factors International and I hold a Bachelor degree in Engineering.

My area of expertise includes Requirement gathering & analysis, Conceptualizing digital interactive solutions, Heuristic evaluation, Task analysis, User flows, Information Architecture, User Interface Design, Wireframe & Rapid Prototyping, User Testing, Visual Design and Sketching.



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### Design Tools:

- Proto.IO
- Axure RP
- MS Office
- InVision
- Balsamiq
- Adobe Creative Suite

### Work Experience:

- 1. Royal Dutch Shell, UX Designer, (Oct 2016 – Present)**
  - Heuristics reviews on HR Intranets and recommend appropriate design solutions for the needs and pain points of employees
  - Empathy based employee interviews and analysis on observation to identify employee preferences and behavior patterns
  - Engagement with stakeholders to create UX opportunities and guide them with UX best practices which adds value to their businesses
  - Accessibility testing to realize the HR portal experience with visually impaired employees
- 2. Caterpillar India, Usability Engineer (Dec 2015 – Sep 2016)**
  - Responsive web application intended to monitor and manage fleet in terrains and forests
    - Best color schemes and visual cues that helps operator with better visual contrast in all environment
    - Operational and Analytical dashboard design for insights on machine health, job schedule and maintenance cycle
  - iPad application intended to trainee operators that simulates physical interaction of earth movers for training purpose
    - Simple user interface that resembles the earthmover dashboard
    - Intuitive digital interactions helped the trainee operators with shorter learning curve
    - Task analysis for critical actions and unsafe conditions
    - Iterated user flows to simplify the tasks and interactions
- 3. TCS Retail Innovation Lab Interaction Designer, (May 2014 – Dec 2015)**
  - Conceptualize interactive digital solutions intended to improve the retail store experience, based on technologies like IOT, Immersive Experience, Wearables, Mixed Reality,

Low Energy Bluetooth, Gesture Recognition, etc.

- Analysis on customer touchpoints in retail store and create opportunities for digital interactive engagement
  - iPad application dedicated to store admin to monitor connected electrical and electronics application.  
(Represented TCS in [NRF Expo](#) and showcased to [Target CEO Visit](#))
  - Infographic dashboards for insights on footfall, power consumption, appliance health & failure, temperature, etc.
  - Analyze critical situations to optimize tasks, such as respond to appliance failure, real-time system alert, action on performance threshold, unattended store section, etc.
  - Gesture based interactive application intended for customers to virtually try apparels
    - Intuitive large screen displays that enables first time user to easily try options on colours, size and brand of apparels
    - User flows for personalized promotions for customers, that works based on low energy blue tooth
    - Information Architecture, Wireframe & Rapid Prototypes, Visual Design
- 4. Cognizant Interactive – Cognizant Technology Solution, Visual Designer, (Oct 2012 – May 2014)**
    - Visual design that abides Android, Microsoft and IOS guidelines for mobile, tablets and desktop medium
    - Digital collaterals for Cognizant Digital Marketing Service launch, that includes Interfaces for digital signage displays and e-brochures
  - 5. Edukite Learning Services, 3D Designer, (Aug 2009 – Feb 2012)**
    - 3D animated videos that demonstrates the science concepts, laboratory experiments for high school curriculum
    - User Interface for assessment web applications