

NEIL ULHAS PRADHAN

neilpradhan@gmail.com

3129 Normandy Woods Drive Apt I, Ellicott City, MD - 21043

Website: <http://www.neilpradhan.com>

Career Objective:

Seeking a position that will allow me to contribute to the design and evaluation of innovative tools and services with an emphasis on user centered design and human computer interaction

Education:

Georgia Institute of Technology, Atlanta, Georgia December 2009
Master of Science in Human Computer Interaction

Sardar Patel College of Engineering, Mumbai University, India Sept 2003 – July 2007
Bachelor of Engineering in Information Technology

Skills:

- User Research and Evaluation: Competitive Benchmarking, Contextual Enquiry, Card Sorting, Ethnographic Study, Persona Creation, Task Analysis, Cognitive Walkthrough, Heuristic Evaluation, Think aloud protocol
- Application Design: OO Analysis and Design, UML, User Interface Design, Functional flow diagrams, Decision Action Diagrams, Paper prototyping, rapid HTML, Wire framing
- Tools: MS Visio, Illustrator, Flash
- Development: Adobe Flex, C, C++, Java, HTML – CSS, JavaScript, VBScript, ASP, JSP
- Database: Oracle 9i, MS Access, SQL Server 2005
- Management: New Product Development, Business Analysis, Business Plan Writing

Work Experience:

Lockheed Martin, Usability Specialist, Baltimore, MD June 2010 – Present

- Provide user-centered design support to project teams within Social Security Administration
- Conduct interviews with stakeholders and subject matter experts to derive user needs and business requirements
- Create Personas and Scenarios of Use
- Design high fidelity prototypes in Axure using user experience design patterns standardized within Social Security Administration
- Design and conduct formative and summative usability tests
- Document user requirements, screen designs, and design recommendations

Eastman Kodak Company, Human Factors, Rochester, NY Jan 2009 – Aug 2009

- Idea Generation: Brainstorming, Competitive Benchmarking, Contextual Inquiry
- Concept Development: Task Analysis, Workflow diagrams, Wireframes, UI Specifications
- Prototyping: High fidelity prototypes using HTML, JavaScript, AS3
- Usability: Card Sorting, Cognitive Walkthrough, Heuristic Evaluation, Interviews, Longitudinal Study, Usability Testing
- Data Analysis and Presentation

Walt Disney Imagineering, R&D Department, Glendale, CA June 2008 – August 2008

- Conducted contextual enquiry for concept development and design ideation of the project "Water Cooler"
- Created detailed design documents consisting of workflows and low fidelity prototypes to effectively communicate information for technical development
- The high fidelity prototype developed in Java Swing will serve as the first level article prototype for the "Open House" presentation held once a year by the R&D department for the executives at Walt Disney

I flex Solutions Ltd. (Now Oracle Financial Services Ltd.), India July 2006 – April 2007

- Responsible for implementing the "Portfolio Tracker" which helps the investor determine the worth of his investments in the mutual fund market
- Completed analysis, design and implementation for the Portfolio Tracker module
- The implementation achieved using HTML, JavaScript, JSP and Microsoft SQL Server 2005 was later integrated with an existing financial web system of the client

- Prepared use cases, information flowcharts, wire frames and high fidelity UI prototypes using HTML and CSS to communicate design ideas to other members of the user experience team

Academic Projects:

LetsgoNexplore, Atlanta, GA Aug 2008 – Dec 2008
(www.letsgoNexplore.com)

- The project aimed to develop an educational learning game for elementary school children to spark the imaginations of children who may lack exposure different social concepts
- This was achieved using Adobe Flex and Visual Design to create a gaming interface
- It was well received by children & school counselors and is currently in the process of translation from an application to a salable product that can be used by school systems and other programs that work with children

The Virtual TV Couch: ETV Prototyping Group, Atlanta, GA Aug 2008 – Dec 2008

- The goal of this project is to develop novel interactive television applications that enable enhanced communications, sharing experiences, and active discussions of small viewing groups such as family, friends and classmates
- The work consists of collaborating with other designers, researchers and developers for concept generation and design ideation
- After exploring various narrative forms for next generation interactive television a high fidelity prototype would be presented to industry professionals in December 2008

Intelligent Transportation System (ITS), Atlanta, GA Aug 2007 – Jan 2008
(http://docs.google.com/Presentation?id=ddkmcwj4_207d4c4xgccc)

- This system provides a real time transportation information service that tracks public transportation modes and sends vital travel information updates to users on their mobile phones or PDAs
- In this process of new product development an analysis of customer needs was done through lead user research techniques including interviews, surveys and non participant observation
- The business framework provided by the ITS system generated some corporate interest and as a result in its current state the system is in the productization phase in order to be introduced into the market

InfoVis Tool for Finance, Atlanta, GA Aug 2007 – Jan 2008
(http://neilpradhan.googlepages.com/InfoVis_Finance.doc)

- In this Independent study done under Prof. John Stasko I performed the entire process of user research, application design, implementation and user evaluation
- This study aimed at using information visualization techniques to assist the investors find out hidden relationships in the financial data
- An application that displayed historical co - relation patterns between different companies was designed using the technique of "Tree Maps". It was implemented using Java Applets.

Computer Networking Trouble Shooting Study Aug 2007 – Jan 2008

- The purpose of this study was to find out more about the types of problems people have setting up and maintaining computers at home
- This was achieved using empirical methods of HCI like non participant observation and interviews of subject matter experts
- This study helped in gaining knowledge about important aspects of Qualitative Research like selecting a research setting, gaining access, presenting oneself, gathering information, analyzing data and formulating theory

Affiliations:

- Member, Interaction Design Association
- Member, CHI Atlanta
- Member, Usability Professionals' Association, Hyderabad Chapter

Other Activities:

- Sports: Volleyball, Tennis, Soccer
- Interests: Traveling