

Mithila Tople

User Experience Designer

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Professional Experience

VMware AirWatch | UX Designer

JUNE 2015 - PRESENT, ATLANTA

Currently working at AirWatch as a UX Designer, in charge of the effort to make the administrative console task-flow oriented, maintaining a style guide for the company and designing a readable visual privacy policy for end users.

Georgia Institute of Technology | UX Designer & Researcher

AUGUST 2014 - MAY 2015, ATLANTA

Designed and evaluated an interactive game to help students understand the abstract concepts of quantum mechanics through experiential learning. Co-authored a paper based on the game and its effects on learning.

Ericsson Mediaroom | Concept Prototype Design Intern

MAY 2014 - AUGUST 2014, MOUNTAIN VIEW

Designed and prototyped an interactive exploratory system to demonstrate the benefits of having a signed-in experience for live television such as real-time recommendations and unobtrusive parental controls.

Projects

Booxplore

AUGUST 2014 - MAY 2015

Designed, prototyped and evaluated a dynamic reading experience for 'A Song of Ice and Fire'. The design focussed on providing contextual information to the reader and creating a spoiler-free environment.

United Universe

AUGUST 2014 - DECEMBER 2014

Designed a second screen transmedia experience aimed at supporting understanding of a complex storyworld presented across media artifacts using the highly interconnected Marvel Cinematic Universe.

Go Green

AUGUST 2014 - DECEMBER 2014

Created a game to simulate a real-world complex system to account for multiple variables, actions and outcomes. Also created visual assets for the game to make the subject matter fun and engaging.

To-do List on Google Glass

JANUARY 2014 - MAY 2014

Developed a to-do list application on Google Glass to leverage the ubiquitous nature and context-awareness of the wearable device to simplify the process of adding and editing tasks on the go.

Galactic Voyage

AUGUST 2013 - DECEMBER 2013

Created an interactive narrative game to teach recycling to children aged 8-11 years using immersive videos published on YouTube. The game was evaluated by the target audience to understand its effectiveness.

Education

MS Human Computer Interaction

Georgia Institute of Technology

2015, ATLANTA

BE Computer Science

University of Pune

2013, PUNE, INDIA

BA Classical Dance

Tilak Maharashtra University

2012, PUNE, INDIA

Publications

United Universe: A Second Screen Transmedia Experience

TVX '15, JUNE 2015, BRUSSELS, BELGIUM

Proceedings of the ACM International Conference on Interactive Experiences for TV and Online Video.

A Novel Interactive Paradigm for Teaching Quantum Mechanics

GLS '11, JULY 2015, MADISON

Proceedings of the Games and Learning Society's Conference GLS 11.

Skills

Design

Storyboards, Wireframes, Flow Diagrams, Experience Maps, Style Guide, Information Visualization, Rapid Prototyping, Visual Design

Research

Personas, Scenarios, Focus Groups, Contextual Inquiry, Think Aloud, Cognitive Walkthrough, A/B Testing, Usability Evaluation

Tools

Design

Adobe Creative Suite, Sketch 3, Invision, Balsamiq, Keynote, Axure, Pixate

Research

HTML 5, CSS 3, Bootstrap, JavaScript, jQuery, C++, Java, Kinect, Leap