Mithila Tople
UX Designer | Developer

mithilatople.com
mithila.tople@gatech.edu
404.789.6321

Summary

I have 2+ years experience in requirement gathering, data analysis, information visualization and interactive narratives and enjoy working in multidisciplinary teams. I like to design clean and simple solutions to complex problems by following a user centered approach. I am currently looking for full-time opportunities starting Summer 2015.

Professional Experience

Graduate Research Assistant / Georgia Institute of Technology
Atlanta, GA, USA (Fall 2014)
Building and testing an interactive experience to help students learn the abstract concepts of semiconductor physics through an iterative design process using crafty.js.

Concept Prototype Design Intern / Ericsson Mediaroom
Mountain View, CA, USA (Summer 2014)
Designed and built an interactive exploration system that demonstrates the benefits of having a signed-in experience for passive media such as live television. The prototype demonstrated multi-device communication using node.js.

Graduate Research Assistant / Georgia Institute of Technology
Atlanta, GA, USA (Spring 2014)
Worked at the Research Networks Operation Center (RNOC) on 'Magic Window', a project that explores the applications of an immersive video communication experience using the Kinect to determine the orientation of the interactor.

Projects

Game of Thrones e-book (Fall 2014)
Currently working on creating a dynamic interactive reading experience for 'Game of Thrones' This project involves organizing data about the multiple characters, point of views and locations to provide a cohesive reading experience.

To-do list on Glass (Spring 2014)
Developed a to-do list app on Google Glass to leverage the ubiquitous nature and context-awareness of the wearable device to simplify the process of adding and editing task lists on the go.

The Galactic Voyage (Fall 2013)
Created an interactive narrative game to teach recycling to children aged 8-11 years using YouTube annotations and QR codes to encourage good recycling behavior.

Driving Innovations (Fall 2013)
Developed an application to use two Kinect devices to track the head and neck movements of the driver to reduce visual distraction while driving. Programmed the Leap Motion device to create a gesture based input system to control the music player inside the vehicle.

Visualization of Radiology Errors (Fall 2013)
Designed and developed a tool to help physicians and students at Emory University Hospital examine errors made by Radiology Residents using HTML and JavaScript.

Education

MS Human Computer Interaction
Georgia Institute of Technology
Atlanta, USA (2015)

BE Computer Science
University of Pune
Pune, India (2013)

BA Classical Dance (Bharatanatyam)
Tilak Maharashtra Vidyapeeth
Pune, India (2012)

Skills

Design
Storyboards
Information Visualization
Wireframes
UI Design
Rapid Prototyping

Research
Personas, Scenarios
Focus Groups
Contextual Inquiry
Think Aloud
Cognitive Walkthrough
Usability Testing

Tools

Design
Adobe Creative Suite
Keynote
Balsamiq
Axure

Languages/Technologies
HTML5, CSS3
JavaScript, jQuery, Node.js
C, C++, Java
Kinect and Leap development