



Experience

Frog Design

Interaction Designer

July 2015 – Present

Conducted secondary research and participated in user research leading to insight synthesis and concept generation. Built up on concepts to create wireframes and click through prototypes for development and implementation.

Citrix Systems

UX Research Intern

June 2014 – September 2014 (3 months)

Designed and conducted usability studies on mobility apps through first time use tasks and diary studies. Conducted preliminary user research for development of an enterprise productivity app.

Community Coalition for Haiti (CCH)

SCAD Collaborative Learning Center

March 2014 – May 2014 (3 months)

Collaborated with designers in varied specialties at SCAD to research and design classroom environment for a school in Jacmel, Haiti that uses local skill-sets and resources.

Hewlett-Packard

SCAD Collaborative Learning Center

January 2014 – March 2014 (3 months)

Collaborated with designers in varied specialties at SCAD to conceptualize, experiment and design new methods of creative interaction in a sponsored project with Hewlett-Packard Company.

Education

Master of Arts in Industrial Design

September 2013 – June 2015

Savannah College of Art and Design

Savannah College of Art and Design

Graduate Student - Industrial Design

September 2013 – Present (19 months)

Designed and built a hydroponics and water-wick based indoor mini-garden system. Designed an online streaming radio that uses old-school controls. Redesigned the fast food drive-thru system to reduce apparent wait time.

Fields of View

Interaction Designer & Researcher

May 2012 – June 2013 (14 months)

Designed a simulation tool for resource-efficient, reliable and sustainable campuses taking user behavior patterns into consideration through user behavior mapping. Designed language agnostic, effective and accessible public health guidelines using principals of information architecture.

Center for Study of Science, Technology and Policy

Interaction Designer & Research Associate

November 2010 – April 2012 (19 months)

Designed a training and simulation tool to provide contextual situational awareness during a large scale disaster. Redesigned a game to help participants better understand the short and long term dynamics of electricity markets.

Publications

Developing GIS tools for Planning, Mitigation and Preparedness for Large Scale Emergencies & Disasters

Onkar Hoysala, Niket Narang, Jai Asundi, Sagar Arlekar, Amar Chadgar,

Accepted in NGIInra 2011, the 4th Annual International Conference on Next Generation Infrastructures, Virginia.

Bachelor of Engineering in Computer Science

August 2006 – June 2010

RNS Institute of Technology, Bangalore

A community-driven and human-centered approach to designing a farmers' market cart in Savannah, Georgia

Sara Jo Johnson, Amar Chadgar, Esther Kim, Maria Alejandra De La Vega, Todd Hinkle,

Accepted in 2nd International Food Design Conference, New York.

Skills

Wireframes, Low & High-fidelity Prototyping, Journey Mapping, Usability Testing, Information Architecture, Ideation, Concept Development, Ethnography, Heuristic Evaluation, Interviewing, Surveying, Personas, Scenarios, Storyboarding, Specifications, Strategy Development, Task flows

Tools

Sketch 3, Adobe Illustrator, Adobe InDesign, Adobe Photoshop, Balsamiq Mockups, Evolus Pencil Project, Pen & Paper, HTML, CSS, JavaScript, PHP, MySQL, Drupal, WordPress