

Joe Abhishek Dara

User Experience Designer

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Work Experience

UX Design Intern at Ammunition

May'16 - Present

Designed physical and digital experiences for a range of clients including Ember, iBeats, Cafe X, Object and Clarisonic. One of them is a novel onboarding experience for new smartphone with an e-sim.

Interaction Design Intern at Augmedix

Jan'16 - May'16

Created a new design system to improve the consistency and learnability of their Google Glass application. The new system will also be used for future features. The engineering team is currently implementing the new designs.

UX Design Volunteer at Prysm Inc.

Jan'16 - Present

Collaborating with Brandon Fischer (VP of R&D) to align Prysm workspaces for education. Currently conducting user research, designing new features and validating these ideas with interactive prototypes.

Software Developer at Fusion Charts

May'13 - June'14

One of the core contributors for Razorflow, an open source HTML5 dashboard framework for data visualization. Designed and prototyped charting components before shipping the beta version of the product.

Software Developer at Accenture

May'12 - May'13

Part of the design and implementation team for the California Public Employees Retirement System (CALPERS). Also worked on making the web app completely accessible conforming to WCAG 2.0 Standards.

Selected Projects

Circle - Google funded research

Jan'15 - Present

Led interaction design and UX research to improve notifications on digital devices. I designed and prototyped a new notification system based on our research insights which is currently being tested.

Audio Sword - Accessibility Lab, IUPUI

June'15 - Present

Designed a new navigation system for the blind and visually impaired smartphone users using hand gestures and aural cues to simplify the complex navigations patterns for them.

Education

MS in Human Computer Interaction (HCI)

Indiana University, Indianapolis

Jan'15 - Expected Dec'16

B.Tech in Electronics & Communication (ECE)

Gitam University

Jun'08 - May'12

Skill Set

Design

Journey Maps, Empathy maps, Personas, Storyboards, Wireframes, Information Architecture, Interaction Maps, Experience Prototyping, Visual Design

Research

Contextual Inquiry, Competitive analysis, Usability Evaluation, Heuristic Evaluation

Design Tools

Sketch 3, Photoshop, Illustrator, Keynote

Prototyping

Pixate, Invision, Framer.js, Axure

Development

HTML5, CSS, Javascript, Python, PHP, Java, Android, iOS