

SMITHA PAPOLU

www.smithapapolu.net

313-673-3232

hellosmitha@smithapapolu.net

1300 Montecito Ave, Mountain View CA 94303

OBJECTIVE

To obtain a full time position that will enable me to design and implement creative solutions for interactive interfaces.

EDUCATION

CARNEGIE MELLON UNIVERSITY, Pittsburgh, PA
Master of Human Computer Interaction

Aug 2008 – Dec 2009

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY
Bachelor of Science in New Media Interactive Development
Minor in Communication

Aug 2004 – Aug 2008

WORK EXPERIENCE

CITRIX SYSTEMS, Santa Clara, CA

May 2010 - present

{ROLE} Product Designer

- Leverage research data to design workflows that enhance the user experience of *XenDesktop*, a virtual Windows desktop delivery system
- Create wireframes and mockups through an iterative process while collaborating with company wide engineering and design teams

CAREER IMP, Pittsburgh, PA

Jan 2010 – present

{ROLE} UX and Visual Designer

- Lead the interaction and visual design of *Résunate*, a web application that tailors resumes for specific jobs based on an individual's skill set
- Collaborate with engineers and QA to iteratively test and improve the user experience of *Résunate*

ROCHESTER INSTITUTE OF TECHNOLOGY, Rochester, NY

May 2008 – Aug 2008

{ROLE} Web Developer Co-op

- Assisted the university web services team with development, maintenance, and updates of web applications

CLARK CSM MARKETING COMMUNICATIONS, Rochester, NY

Dec 2006 – May 2007

{ROLE} New Media Designer

- Designed and developed websites for clients utilizing XHTML, CSS, JavaScript, Flash, and XML
- Met with clients to assess requirements and suggest interaction concepts for websites

PROJECT EXPERIENCE

PITTSBURGH POST-GAZETTE

Sep 2009 - Dec 2009

{ROLE} Principal Designer, User Researcher

- Designed an interactive service that aligns with corporate strategy to engage the local readership better
- Conducted a survey, interviews and maketool sessions to discover the informational and news-reading motivations, needs and habits of people living in Pittsburgh

NOKIA, CAPSTONE PROJECT

Jan 2009 – Aug 2009

{ROLE} Design Lead and Media Publishing Lead

- Created use cases, scenarios, wireframes, and final graphics for a contextual messaging mobile phone application for the Nokia N97 smartphone
- Designed a survey, conducted contextual inquiries, directed storytelling sessions, and a diary study to understand communication within communities

SKILLS

HCI METHODS

{ Design } Paper prototyping, Storyboarding, Information architecture, Wireframing, Graphic design. Personas and Scenarios

{ Field and User Studies } Contextual inquiry, Diary study, Maketool, Think aloud usability analysis, Survey design

{ Modeling/Analysis } Contextual design, Keystroke-level modeling, Heuristic evaluation, Cognitive walkthrough

SCRIPTING

XHTML/CSS, ActionScript 3.0, JavaScript, XML, PHP, MySQL

SOFTWARE

Adobe Creative Suite, CorelDraw, Final Cut Pro