SUSHMITA SUBRAMANIAN

sushmita.subramanian@intel.com | www.simplysushmita.com

EDUCATION

CARNEGIE MELLON UNIVERSITY
Masters of Human Computer Interaction, Aug. 2007
Cumulative GPA: 4.04

PRINCETON UNIVERSITY
Bachelor of Arts, Computer Science, June 2004
Cumulative GPA 3.5 | Major GPA: 3.7

SKILLS

HCI EXPLORATIVE METHODS
Contextual Inquiry
Card Sorting
Diary Studies
Directed Storytelling
Affinity Diagrams
Focus Groups
Personas
Storyboarding
Surveys/Questionnaires

HCI EVALUATIVE METHODS
Think-Aloud User Studies
Heuristic Evaluation
Cognitive Walkthrough
GOMS (KLM)
Wizard of Oz
Prototyping

PROFICIENCY

PROGRAMMING LANGUAGES

C	Perl
C++	HTML
C#	VRML
Java	Javascript

APPLICATIONS

MS Office	Labview
Emacs	VI
Robolab	Dreamweaver
Photoshop	Illustrator
InDesign	Visual Studio .NET

EXPERIENCE

INTEL CORPORATION
ROTATION ENGINEER PROGRAM
Oct. 2007 – Current, Santa Clara, CA

- First rotation in Long Range Business Planning group: Market research/analysis on next generation user interfaces.
- Second rotation in Intel Research Lab Berkeley: User research/design to create mobile sensing platform to support citizen science.

PITTSBURGH ONLINE RESEARCH COLLABORATION
PROJECT LEADER
Jan. 2007 – Aug. 2007, Pittsburgh, PA

- Researched, designed and prototyped a new online system that allows researchers in the Pittsburgh medical community find collaborators with appropriate skills and interests.

MICROSOFT WINDOWS INTERNATIONAL
PROGRAM MANAGER
Sept. 2005 – July 2006, Redmond, WA

- Designed and drove UI tools to open language support to customers on the Windows/.NET Framework platforms.
- Managed all components and APIs dealing with custom locales and locale-pertinent information for upcoming Windows/.NET Framework releases.

MICROSOFT WINDOWS INTERNATIONAL
SOFTWARE DESIGN ENGINEER IN TEST
Summer 2003, Aug.2004 – Aug.2005, Redmond, WA

- Responsible for testing Natural Language Support components added to Windows Vista.
- Developed new testing tools/frameworks for the team
- Developed Windows application for developers to run regression tests before checking in code changes or new features.
- Led test team members on worldwide release of new UI-based tool. Involved applications of C#, C, and Visual Studio .NET.

HUMAN COMPUTER INTERFACE BOOK PROJECTOR
Fall 2002, Princeton, NJ

- Created a virtual book viewer using a projection of the text onto a flat surface.
- Designed and developed features to detect a user's hand motions to indicate page turning, highlighting, book-marking, etc. This project involved applications of OpenGL, HTML, and C++.