

# Amber Krishan

User Interface Designer & Usability Analyst

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## Overview

I am currently studying at Parsons School of Design, New York, USA. The Design & Technology is a 2 years MFA program, focused towards understanding relevance of design across web, mobile and upcoming technologies. My thesis work here delves into creating new business and product level innovations through design.

I have 2 years of experience in user interface design, usability analysis, consulting and research in the enterprise and consumer software industry. My responsibilities have involved interfacing with international clients, conducting stakeholder interviews, usability tests, expert reviews and user interface design.

Prior to this I have worked as a product designer - team lead for one year.

## Areas of Interest

Innovation, design management, Web/Desktop/Mobile interface design, user experience, usability and applied research.

## Work experience

### RESEARCH ASSISTANT, Parsons School of Design

October 2008 - Present ( 1 year 3 months )

My work here involves developing internal facing tools that facilitate the Parsons community.

Engine	Stakeholder interviews conducted with Parsons administration to develop design guidelines for a social networking environment that will support teaching, research and foster Parsons communities.
Urban Research Tool	UI design + development for Iphone application and web interface for 'Urban Researchers' to document the city's evolving architecture and encourage residents of NYC to participate in the evolution of their city architecture.
Datamine	UI design for website that connects users across the university by allowing them to contextually access people, projects and courses from a centralized location.

### RESEARCH ASSISTANT, Parsons Institute for Information Mapping

July 2009 - Present ( 6 months )

Reviewing and designing tools for United States, government organizations.

American HotSpot	UI design for online tool to support county health departments in disaster planning. The tool is being developed in collaboration with The National Center for Disaster Preparedness, Columbia University.
TATRC	Usability review and design of Armed Forces Health Longitudinal Technology Application(AHLTA) for the Telemedicine and Advanced Technology Research Center (TATRC)

### TEACHING ASSISTANT, Parsons School of Design

July 2009 - August 2009 ( 3 weeks )

'Web Design' course taught to joining graduate students at Parsons. The course is focused towards teaching basic XHTML, CSS and web design process.

## SENIOR USABILITY ANALYST, Human Factors International, Mumbai, India

July 2006 - June 2008 ( 2 years)

Design, analysis, consulting and research in the enterprise and consumer software industry.

Ernst & Young	Research, UI design and testing for Ernst & Young tools ranging from E-channel integration, careers website, public website, Intranet, DCRO research tool, AABS.
Citibank Singapore	UI design and testing for Citi Research portal, Citi Rewards website
Procter & Gamble	Usability testing of International stock ownership plan online tool
Legg Mason	Research, design and testing of financial advisors website
Sunlife Financial	Research, review, UI design and testing for Genesis application and Underwriting application.
Valero	Expert review and strategic recommendations for public website

## TEAM LEAD, Desmania Design Pvt Ltd, New Delhi, India

2005 - June 2006 ( 1 year )

Design, analysis, consulting and technical detailing for home appliances and product packaging.

## Education

PARSONS SCHOOL OF DESIGN, New York, USA

2 year MFA in Design & Technology, 2008 - 2010

NATIONAL INSTITUTE OF DESIGN, Ahmedabad, India

4 year Graduate Diploma Program in Product Design, 2000 - 2004

## Internship

PHILIPS INDIA LTD, Lighting Division, Kolkata, India

February 2005 - June 2005 (5 months)

Research, design and part detailing for modular indoor retail lighting fixture for the fast developing retail sector in Delhi & Mumbai.

SOFTDEVICE Inc, Kyoto, Japan

June 2004 - July 2004 (2 months)

Engaged in variety of projects ranging from user interface design to short animations. The projects were accomplished as part of collaborative team effort.

## Specialties

Design innovation, Client interfacing, Stakeholder interviews, User data gathering, Expert review, Web/Desktop/Mobile interface design, Usability testing.

## Additional Skills & Abilities (Basic, Avg, Good)

Flash/Actionscript3 (Avg), XHTML(Good), CSS (Good), PHP (Avg), Coldfusion (Basic), Ruby on Rails(Basic), iPhone SDK (Good), Python (Basic), Processing (Avg), Arduino microcontroller programming(Good), Basic electronics (Good).