

# Shwetha Subramanian

UX Researcher and Designer

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## SKILLS

**Design**  
UX Research, UX Design, User Centered Design, Interaction Design, Contextual Inquiry, Usability Testing, Prototyping, Design Strategy

**Software Tools**  
Figma, Unity 3D, Unreal Engine 4, Spark AR, Lens Studio, Photoshop, Blender, Procreate, Tilt Brush, ShapesXR, inVision

**Programming Languages**  
C,C++, C#, JAVA, Python, SQL, MATLAB, HTML, CSS, JAVASCRIPT

**Others**  
Photography, Digital Art, VR Art, Storyboarding

## EXTRA CURRICULAR

**Clubs**  
*RIT (2022-2023)*

- VR/AR Club – VR Team Lead and Co-Founder
- UX Club – E-Board Member
- RIT SPEX
- RIT iSchool Student Ambassador

*SRM (2019-2021)*

- ACM SIGCHI – Chairperson (2020-2021)
  - Previously served as Treasurer (2019-2020)
- ACM Women’s Chapter – Treasurer (2019-2020)
- Next Tech Lab (2019-2021)

**Achievements**

- Imagine RIT 2022* – Presented VR Project about Space Exploration and Education
- UX Studio 2022* – Design Team
- Facebook Spark AR Program 2020* – Shortlisted in top 250 teams across India
- India HCI 2019* – Presented Poster titled XR in Healthcare and Life Sciences
- Accenture Hackathon 2019* – Finished in Top 5

**Languages**

- English – Native/Bilingual Proficiency
- Hindi – Full Professional Proficiency
- Tamil – Limited Working Proficiency
- German – Limited Working Proficiency

## PROFILE

*Focused on improving user experiences for emerging and extant technologies*

I am an aspiring UX Researcher and Designer who recently graduated with a master’s degree in Human Computer Interaction from Rochester Institute of Technology. My area of work and interests lie in the field of User Experience for Extended Reality (Augmented, Virtual and Mixed Reality). My ambition is to help make various aspects of technology both accessible and comfortable to all users.

## EDUCATION

<b>Rochester Institute of Technology (RIT)</b>	<b>MS – Human Computer Interaction</b> <i>August, 2021 – May 2023</i>	<i>CGPA: 3.8</i>
<b>SRM Institute of Science and Technology</b>	<b>B.Tech – Computer Science Engineering</b> <i>July, 2017 – May, 2021</i>	<i>CGPA: 3.4</i>

## EXPERIENCE

**Rochester Institute of Technology**  
*HCI Department*  
*Jan 2022 – May 2023*

**Graduate Research Assistant**

- Worked on a project aimed at investigating the extent of accessibility features available for the Meta Quest 2 and understanding the perspectives of VR creators on the present state of inclusion and accessibility for VR experiences.
- This was submitted as a paper for ASSETS’23 and is currently under review.

**Research Assistant**

- Worked on a project that explored adaptive user interfaces for surface interactions in mixed reality (Meta Quest 2). This body of work investigated the manner in which users approach touch based gestures on surfaces while immersed in mixed reality.
- The project secured a grant from the institution (RIT) that helped to fully fund the research.

**Champion (Volunteer)**

- Conducted educational workshops on the field of technology and design as a Tech for Good Champion
- Collaborated with SRM ACM Women’s Chapter to not only help educate but also advocate potential career paths for women in the field of technology and design

**Tech For Good**  
*Sep, 2020 – Sep, 2021*

Also interned at *NCSOFT, Philips Innovation Campus and at Bolt IOT* between 2019-2020

## PROJECTS

**VR Accessibility**

Investigating the extent of accessibility that exists for Virtual Reality by conducting an audit on experiences for the Meta Quest 2 and interviews with VR developers, designers and researchers. The main contribution includes recommendations to improve VR accessibility.

**Adaptive UIs for Surface Interactions in MR**

Exploring haptic feedback for mixed reality experiences in a household setting by testing out various surfaces (wood, marble, carpet, etc). The key contributions included identifying the pain points and benefits of interacting with surfaces with touch based gestures.

**Ed-AR**

Transforming traditional educational experiences in the field of Human Computer Interaction by exploring courses in Augmented Reality. This project aimed to recreate and propose course content that could be learned via an AR application.

**DiBella’s Usability Testing**

Helped in enhancing the user experience of the new Dibella’s Subs website by performing an in-depth Usability Testing that consisted of heuristic evaluation as well as user testing. Provided insights as well as potential design changes to aid in engagement as well as reduce customer pain points.