

Education

Carnegie Mellon University

Masters of Human-Computer Interaction

Grad. August 2015

**BS in Information Systems
and Computer Science**

Grad. May 2012

Publication

Pai, Vivek, and Raja Sooriamurthi.

"Using Affect Awareness to Modulate

Task Experience: A Study Amongst

Pre-Elementary School Kids."

The Twenty-Seventh International

Flairs Conference. 2014.

Development Skills

Most used

C#, C++, HTML / JS / CSS, TypeScript

Python, WPF, Node.js, AngularJS

Git, Visual Studio

Occasionally used

C, Java, SQL

OpenCV, Kinect

Android SDK, Windows Phone SDK

UX / Prototyping Skills

Design / Prototyping

Persona Development

Storyboarding

Adobe Photoshop / Illustrator

Gadgets, Laser Cutting, 3D printing

User Research

Competitive Analysis

Contextual Inquiry

Interviewing

Research Modeling

Think Aloud Protocol

Work Experience

Tableau Software

Software Engineer Sept. 2015 - Present

I currently work in the Visualization team at Tableau, building controls for users to visually explore their data. Responsibilities include feature development (modern C++ / Qt) for current releases, such as the latest 10.0 release, maintaining quality in past releases, and leading my agile scrum team to success as the **scrum master**.

Intel Corporation

Application Developer July 2012 - July 2014

Implemented exploratory features in a decision support system (WPF) that assembled project portfolios for finance general managers; mentored interns in software design.

Application Developer Intern June - Aug. 2011

Developed a proof of concept business intelligence Excel add-in (C#) to provide new discovery capabilities and improve the analysis workflow for business analysts.

Projects

NASA Augmented Reality Prototype

Project Lead / Prototype Developer Jan. - Aug. 2015

An 8-month long research and design project for NASA that consisted of in-depth user and domain research, synthesis, rapid prototyping, and user testing; developed the software for an augmented reality prototype for **guiding astronauts** through procedures on the International Space Station.

Helping a Robot Janitor

Experiment in Human-Robot Empathy Jan. - May. 2015

As part of a team, designed a robot and its interaction with humans; experimented with the robot in an uncontrolled environment to determine whether humans would help it when it failed in different levels of perceived autonomy.

Real-time Detection of Rapport

CMU ArticulaLab Graduate Researcher Sept. - Dec. 2014

Research in distinguishing predefined conversational strategies used in establishing rapport; implemented a C# module to **classify multi-modal input** into those strategies and tested it against an existing module.

Adapting a System to Emotional State

Research in Affect-mediation Sept. 2011 - May 2012

Researched and developed an extensible facial expression recognition engine and associated children's game that could **adapt itself to a player's emotional state**; conducted an experimental study to validate its efficacy.

Other Activities

Mago: Paper-based Apps

PennApps "Best Hardware Hack" Winner Jan. 2015

Competed in the **PennApps 2015 Winter Hackathon** with a team and won the **"Best Hardware Hack"** award for a system that allows users to interact with the digital world using just paper.

AngularJS Workshop

Student Instructor Nov. 2014

Taught the basics of AngularJS to approximately 20 students, utilizing live coding to walk attendees through the development of a working "portfolio" web application.