

# Viswak Raja *UX Designer*

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## PROFILE

UX expert with 5 years of experience in user-centered, research-driven design for emerging digital platforms. Skilled in diverse design techniques with a focus on accessibility and playful user experiences.

## EDUCATION

**MS Human Computer Interaction**, Georgia Institute of Technology 08/2023 – 05/2025 | Atlanta, United States  
GPA 4.0/4.0

**B.Des Industrial Design**, National Institute of Design 06/2016 – 07/2020 | Ahmedabad, India

**Exchange Semester**, Pforzheim University 03/2019 – 08/2019 | Pforzheim, Germany

## PROFESSIONAL EXPERIENCE

**Graduate Research Assistant**, Ka Moa Moa lab, Georgia Tech 01/2025 – present | Atlanta, United States

- Developing an AI-assisted lesson planner in collaboration with Olelo teachers to integrate Hawaiian cultural values and language nuances into STEM education
- Led user research with Hawaiian teachers to design an intuitive AI prompting, ensuring familiarity, and accessible interactions for school and substitute teachers.

**User Experience Designer**, Contextual Computing Group, Georgia Tech 08/2024 – 05/2025 | Atlanta, United States

- Designed and evaluated HCI principles, creating a unified design system and visual language for PopSignAI, an ASL learning app featuring sign production capabilities.
- Researched and designed intuitive game mechanics to enhance affordance and accessibility, creating interactions tailored for new parents (Accepted at IUI 2025).

**Project Management Intern**, Office of Information Technology - Georgia Tech 05/2024 – 07/2024 | Atlanta, United States

- Led a cross-functional team of 5 to oversee the web and app development of the Campus Recreation website from ideation to launch, achieving 14,000 monthly active users with a 43% retention rate.
- Managed four concurrent projects, conducting heuristic evaluations and UX audits to improve usability and enhance user experience across Georgia Tech websites.

**Senior XR Experience Designer**, HoloWorld 03/2021 – 07/2023 | Mysore, India

- Owned the end-to-end product development of an AR-based K-12 STEM learning platform, designing an interactive spatial UI to enhance concept learning.
- Conducted XR research to gain insights using a motion capture suit for cricket and golf training, collaborating with Indian national players and coaches.

## RELEVANT PROJECT

### Accessible Canvas

Developed an accessible digital drawing tool as a visual communication aid for Blind and Low-Vision (BLV) users, conducting user interviews and leveraging Hugging Face AI models to enhance usability and inclusivity.

### Space Lace, Algorithmic Crafts Lab

Researched and designed various net structures and patterns for space debris removal in collaboration with the Georgia Tech Aeronautics Department and GTRI.

## SKILLS

### UX Design

Product Design, Visual Design, User flows, Wireframes, Style guides, Prototypes, Data Visualization, Motion Design, Interaction Design, Mockups, Accessibility, Storyboarding, User Interface, Service Design

### UX Research

User research, Information Architecture, Task Analysis, Persona Study, A/B testing, User Testing, Systems Thinking, Data analysis, Cognitive Walkthrough, Usability Issues, WCAG

### Tools

Figma, Adobe CC, Adobe XD, Sketch, MS Office, Maya, Rhino 3D, Fusion 360, Sketch, Protopie, Framer, Webflow, Principal Shapes XR, Gravity Sketch, Unity, C#, HTML, JavaScript

## PUBLICATIONS

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**Game Mechanics for Sign Language Recognition-based Educational Apps**, IUI 2025(ACM)

## RECOGNITION

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**Student of the Year Nominee**, Elle Decor

**Shortlisted work**, RSD Symposium 9

**National Winner**, Titan Nvisage

**Pasch Scholarship**, Goethe Institut

## LANGUAGES

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**English** – Fluent

**German** – Conversational

**Tamil** – Native/Bilingual

**Telugu** – Proficient

**Hindi** – Fluent

## REFERENCES

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**Dr. Thad Starner**, *Professor of Computing, Georgia Institute of Technology*  
thad.starner@gmail.com

**Dr. Richard Henneman**, *Director MS-HCI, Georgia Tech*  
rhenneman@gatech.edu