Sandeep Kannirasan,

Experience

Dublin, IRELAND

UX and Software Development, Amazon (AWS)
Aug 2022 - Sept 2024

UX and development of Dynamic UI for console experiences for customers in AWS (Amazon Aurora) and UX design of Cedric, an internal AI assistant used by over 100,000+ employees. Cedric leverages Claude haiku via Bedrock.

Senior User Experience Designer, Riot Games
Dublin, IRELAND
Feb 2022 - July 2022

Designing Platform Experience outside of games for players with commerce and content experiences team

Senior UI/UX Designer, Elevate K-12
Mumbai, INDIA
July 2019 – Sept 2020

Responsible for research and design of learning management systems, virtual classrooms and back-end operation applications for web and mobile platforms.

Co-worked with business partners, engineers, and product managers In order to help define the product road map and design strategy.

Led Initiatives for system design for the company.

Prototyping and testing across mobile and web applications.

Used Quantitative and Qualitative data analysis to design the product.

Co-Founder, AGNA
Mumbai, INDIA
April 2018 – June 2019

Agna was technology platform aimed at creating solopreneurs in rural India by leveraging smart technology Maximize the use of farm machinery and agriculture methodologies.

Establishing business model and launching the project in 20 villages.

Market Identification and User Research Stakeholder Research for Product Design.

Prototyping and testing of the application.

UX Researcher, Godrej Innovation & Design Centre
Mumbai, INDIA
Oct 2015 – March 2018

Worked with business development managers and product designers Through idea-to-prototype incubation, promote design-led innovation. Originally developed as an innovation project, Nouns is food social mobile app. On boarded more than 20,000 food merchants in Mumbai and community of 10,000 food enthusiasts, bloggers, and home chefs.

An air conditioning project was initiated and I worked on it. In addition to ideation and research, I also worked with industrial designers to create prototype based on the research outputs.

About

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COMPETENCY

Interaction Design
Front-end development
Rapid Prototyping
User Interface Design
AI system Design
Mobile Design
AR/VR Interaction
User Research
Usability Testing
AWS cloud Infrastructure

GRAPHIC

Adobe XD
Adobe Illustrator
Photoshop
Adobe Premier Pro
Sketch
Invision
Figma

WORKING KNOWLEDGE

Unity
Blender 3D
AR Core
JavaScript

CODE/INTERACTION

HTML
CSS
React
Javascript
Python

Education

M.Sc Creative Digital Medi & UX Design (VR+AR)

Technological University Dublin

2020 — 2021

Thesis Project: Augmenting sound in indoor Environment to help Elderly people with Dementia for Independent Living.
F+AR is an Augmented Reality audio experience. The application allows you to curate your own location-based audio experience that is customised for people living with Dementia in their homes and in Community centres.

B.A Sociology, Political Science and Journalism

St. Joseph's College, Bangalore University

2010 — 2013

The course exposed me to contemporary social and political systems, and to the various processes and challenges that they present. It also developed capacity to analyse, question and evaluate these systems and initiate political and social change.

LinkedIN

https://www.linkedin.com/in/sandeep-kannirasan/

Documentation/ Collaboration

Trello
Miro
Slack
Notion
UserTesting
Google office suite
Jira

Courses
HCI Certification
Interaction Design Foundation (IDF)

P.G Diploma in Advertising and Brand Communication
Event Management and Development Institute **- Mumbai**

Diploma in Human Rights Management
South India Cell for Human rights Management