

Jayanth Mohana Krishna

User Experience Designer

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I am a multi-disciplinary UX designer with a solid grounding in technology. I have experience working with large teams and complex technical systems, where stakeholder empathy and domain understanding are key.

Design Experience

Smart Homes and Intelligence | Google *Jul '18 - present*

Smart Home Developer Console Redesign

- Addressed 50+ touchpoints in the developer workflow by designing a new console experience, projected to save 20+ email-based interactions per integration - benefiting 1500+ organizations worldwide.
- Performed 5+ rounds of design reviews with product managers, executives, and key stakeholders on new prototypes to validate product requirements.

Interactions for Device Discovery and Linking

- Created wireframes to illustrate device linking guidelines for developers and handheld 20+ early-access customers, increasing compliance by 70%.
- Integrated discovery and linking with an automated verification process, accelerating launches 20x via a self-service model.

Aware Home Research Institute | Georgia Tech *May '17 - May '18*

Intelligent Smart Home Routines

- Designed a platform that addresses learnability, modularity, and privacy needs of users by researching factors holding back smart home device use.
- Incorporated a domain-specific language, programming interface, and scaffolding for intelligent routines with a usability score of 95%.
- Refined prototype to adapt to industry-leading platforms after graduation.

Asset Tracking with Context Inference

- Designed an in-home asset tracking system that uses Bluetooth beacons to provide room-level data using Machine Learning.
- Prototyped a conversational interface to answer context-retentive questions using voice or chat using user-centered design methodology.

Workflow Automation | HP Enterprise *Aug '14 - May '16*

Service Management Dashboards and investigation tools

- Observed and analyzed workflows of employees (n=20) and identified repetitive steps which could be eliminated with process and design changes.
 - Implemented the proposed changes while conducting iterative informal studies to gauge effectiveness, measuring a saved 120 FTE hours every month to pursue new products and opportunities for most individual contributors

Education

Georgia Institute of Technology *Aug '16 - May '18*

Masters in Human Computer Interaction

Visvesvaraya Technological University *Aug '10 - May '14*

Bachelors in Computer Science and Engineering

Skills

Core Skills

- Translating research and product requirements to user-centered design
- Prototyping with Figma and Adobe XD
- Conversation design / VUI with DialogFlow
- Data analytics and visualization with Tableau
- Physical prototyping and 3D modeling
- UX writing and content strategy
- Collaboration with PMs and engineers

Web Technologies

- Responsive HTML, CSS
- Javascript ES6
- AJAX and REST APIs
- JS frameworks

Product Management

- Roadmapping
- User journeys
- Market Research
- Presentations

Research

- Usability Testing
- Interviews
- Contextual Methods
- Survey Design

Programming

- Python
- Databases
- Java, C++
- Version Control

Prototyping

- Raspberry Pi
- Arduino
- 3D modeling
- 3D printing

Initiatives

Leadership Education and Development

Georgia Tech

- Mentored 10 GT students 1:1
- Communication skills, time and conflict management, VUCA and other leadership skills

Co-founder

DCsqrd

- Freelance full-stack web and application development in various domains with 5+ clients
- Conducted code camps on real-world problems for aspiring developers
- Illustrated design and code best practices