

Ashwath Anand

CREATIVE TECHNOLOGIST

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ABOUT ME

I am a multidisciplinary problem solver who loves developing products and services for the challenges I face.

My process involves a holistic view of a wide range of factors from user empathy to technology feasibility.

The projects I have worked on cover:

Emerging technologies

Physical computing

Full stack web development

Technical program management

Product design

Product strategy

Design research

EDUCATION

Master of Fine Arts in Industrial Design

Savannah College of Art and Design (SCAD)

September 2012 - May 2015

Bachelor of Engineering in Electrical and Electronics Engineering

Sri Venkateswara College of Engineering

2008-2012

WORK EXPERIENCE

Junior

October 2015 - February 2017

Technologist / Technical program manager

San Francisco, CA

As a technologist at Junior I have worked on technology and product design projects with clients like Shyp, NFL, Kodak, eBay, Amnesty International and two internal projects: pocktVR and Juniormusic. These projects I had the opportunity to work on technologies like Full stack Javascript, physical computing, VR, AI, Messenger and IoT.

As a Technical program manager on projects with Shyp, Amnesty International and pocktVR, I ensured on-time and quality delivery.

I setup the framework for Junior's web development and QA process, setup Junior's hardware & rapid prototyping infrastructure and served as point person and mentor for apprentices on their final projects.

Junior

July 2015 - September 2015

Apprentice / Technologist

San Francisco, CA

Worked on a twitter bot, a design sprint with Kodak and an MVP for a flower pot product ecosystem that helps plants take care of themselves. Secured full-time position based on apprenticeship performance.

Leaf Holdings

June 2014 - August 2014

UX design & research intern

San Francisco, CA

Developed new features and improved old features for Leaf's Point of sale device UI and client dashboard.

Nucleus

September 2014 - May 2015

MFA thesis project

Savannah, GA

Platform for facilitating collaboration between teachers and designers to create innovative, hands-on and collaborative learning tools.