

# VISHNU UPPALAPATI

[in LinkedIn](#) | [+1-401-369-5368](#) | [vishnu-u.com](#) | [vishnu.vijithatma@gmail.com](#)

## SKILLS

---

- **UX** : Agile (Scrum) Development | SaaS Product Design | Information Architecture | User Flows | Wireframes and Mock-ups | UX Design Prototyping | Qualitative Surveys | Heuristic Analysis | Metric Analysis | Usability Testing | Value Proposition | Generative Ideation | Competitive Audit | Card Sorting | User Behavior Research | Stakeholder Interviews | Storyboards, Narrative Design | Use Case Scenarios | A/B Experimentation | Cognitive Ergonomics
- **Software** : Figma | Adobe Creative Suite | Sketch | Revit | Vectorworks | Rhino, Grasshopper | Enscape | Unity | VRay
- **Spatial** : Spatial Planning | Concept Development | Narrative AR & VR Experiences | Consultant coordination | FF&E Specification | Construction documentation | Style-Guides & Pattern Libraries | 3D Lidar point cloud scanning | CNC milling, 3D printing | GIS asset deploy

## EXPERIENCE

---

**Exhibit + Architectural Designer** [Gallagher & Associates](#) *NYC, NY, USA* **06/2023 - 03/2024**

American History Museum, USA \_ 42,000 Sq.ft. | [The Alamo Visitor Center and Museum](#) 46,000 Sq.ft.

Worked with a team of designers and interpreters to design and develop 3 American History projects producing physical exhibits, orientation support, architectural coordination and crafting visitor strategy.

### Responsibilities :

- Concept development : Sketches and 3D models
- Design Development : Interactives, immersive exhibits and casework
- Space Prep : Architectural coordination, Power & Data planning
- Ticketing and Traffic : Visitor flow and ticketing strategy

**Exhibit + Architectural Designer** [THINC Design](#) *NYC, NY, USA* **09/2019 - 10/2021**

Pavilion, UK \_ 35,000 Sq.ft. | [Shedd Aquarium, Chicago](#) 25,000 Sq.ft. | [Willis Tower, Chicago](#) 37,700 Sq.ft.

Designed 3 Visitor Experience projects, producing immersive interpretive physical exhibits, interactive moments with a team of Interpretive Planners, Architects, Media Producers, Animal Experts, Habitat Specialists and Fabricators on.

### Responsibilities :

- Concept development : Sketches and 3D models
- Design Development : Living exhibits, immersives and digital interactives
- Environmental graphics and signage with ADA compliance
- Schedules : Pricing, components and exhibits

**Architectural Designer** [Labo Design Studio](#) *NYC, NY, USA* **07/2019 - 09/2018**

Bel-Aire Farm Residence, NY \_ 6,000 Sq.ft. | Luma Arles (Museum), France \_ 25,000 Sq.ft.

Contributed in the renovation of a hi-end residential project and interior design of service areas in Luma Arles, designed by Gehry Partners.

### Responsibilities :

- Design Development : Millwork details, material boards
- Drawings : Assisted in producing CD set
- Schedules : Millwork, pricing, appliances, FF&E specs

**Product Design Lead (UX + UID)** [Samosa Lab](#) *Hyderabad, India* **08/2015 - 02/2016**

Managed a team of 2 UI designers and 1 research consultant in re-prioritising problem statements and feature sets, based on data from qualitative research. Worked with a team of 15 engineers to prototype, develop and launch 3 iterations that saw a 150% increase in engagement.

### Responsibilities :

- User Research : Usability Tests and Semi-structured IDI
- Task Analyses : Clickstream Analysis and A/B testing
- Feature : Improved search tool, reimagined as a floating widget
- Build : Strategic redesign of behavioral and visual ecosystem

**Exhibit + UX Designer** [Design Flyover LLC](#) *Mumbai, India* **01/2014 - 06/2014**

[Museum Guide App \(Udaipur Palace Museum\)](#) 100,000 Sq.ft.

Udaipur Palace Museum : Developed site-specific multi-sensory interactive exhibits, and the UX for supporting navigation software.

### Responsibilities :

- Design Development : Research-informed interpretive exhibits
- UI Design : Produced interactive framework and visual design

# VISHNU UPPALAPATI

[in LinkedIn](#) | [+1-401-369-5368](#) | [vishnu-u.com](#) | [vishnu.vijithatma@gmail.com](#)

## User Interface Design Intern

[The Hindu](#)

Chennai, India 04/2013 - 07/2013

Designed dedicated App & Website for the Frontline (Socio-Political) Magazine

### Responsibilities :

- UI Design : Produced interactive framework and visual design

## UX Research Consultant

[Synth Labs](#)

Bengaluru, India 04/2012 - 07/2012

Conducted foundational client research and user research for a Food & Beverage supply app that served both B2B and B2C customers.

### Responsibilities :

- Paper Survey to inform ethnographic research and establish focus groups
- Focus Group Interviews : Business owners and customers
- Task analyses : Both timed testing with set goals and unstructured

## EDUCATION

---

### Master of Design, Interior Architecture

[Rhode Island School of Design](#)

Providence, RI, USA 06/2016 - 06/2018

Major in Adaptive Reuse | Spatial Systems | Acoustics | LIDAR Documentation | Augmented Reality | Virtual Reality Experiences

### Bachelor of Design, Industrial Design

[D.J. Academy of Design](#)

Coimbatore, India 06/2009 - 06/2014

Major in Product Design and UX Design | Human Computer Interaction | Cognitive Ergonomics

## AWARDS & FEATURES

---

### Dorner Prize

[RISD Museum](#)

Providence, RI, USA

2018

Kolam : Indian Geometric System. Installed in the Asian Wing

### Anamanam

[Domaine de Boisbuchet](#)

Lessac, France

2018

Anamanam : Modular Acoustic System, funded by Saint-Gobain

### Exhibit Design Associate

[RISD Triennial Exhibition](#)

Providence, RI, USA

08/2018 - 11/2018

Designed and executed display systems to exhibit student projects.

### Responsibilities :

- Exhibit Design Development : Display systems and graphic design
- Fabrication and Assembly : Aluminum structures with tensile bracing

### AR Experience Designer

[RISD Museum Outreach](#)

Providence, RI, USA

09/2017 - 12/2017

Worked with a team of designers to produce an AR version of RISD Museums's Grand Gallery, that gave access to users to visit the museum from anywhere.

### Responsibilities :

- Point Cloud Scan : Faro Focus laser scanner to document existing conditions
- Finish and Textures : Vector textures of the architecture w/ Adobe Illustrator
- AR: Unity's AR Kit and Revit to create a portal that opens up into the gallery