








# SWETHA KANNAN

## UX/UI DESIGNER













Currently studying as a masters student at Carnegie Mellon University. I design digital experiences that tell stories and and communicate complicated information in a concise manner. I'm eager to bring my unique skillset to find and face new challenges.

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-  Pittsburgh, PA

### PROGRAMMING

Javascript   
HTML & CSS   
C# 

### SOFTWARE

Adobe Illustrator   
Adobe Photoshop   
Adobe Prremiere   
Adobe After Effects   
HTML & CSS   
Javascript   
Unity   
Adobe XD   
Adobe InDesign   
Microsoft Excel   
Cinema4d   
Qgis 

### AWARDS

#### 2019 Pulitzer Prize Finalist Explanatory Reporting

For a deep examination of California's eroding coastline

#### 2020 Society for News Design Award of Excellence

For the Times' '101 Restaurants, dishes, people and ideas'

#### 2020 National Arts and Entertainment Journalism For Graphics, Commentary Analysis/Trend in Film, Commentary Diversity/Gender

For a gender analysis of Star Wars

### EDUCATION

#### MHI Master of Human-Computer Interaction

Carnegie Mellon University  
School of Computer Science  
Pittsburgh, PA  
(2020 -current)

#### BFA Bachelor of Fine Arts Minor in Animation & Special Effects Minor in Game Design

Carnegie Mellon University  
School of Art  
Pittsburgh, PA  
(2012 - 16)

### EXPERIENCE

#### Los Angeles Times (2017 - 2021)

##### Graphics and Data Journalist

Created web pages, motion graphics, animated assets, and original projects for the Los Angeles Times. Worked within teams of 20+ reporters and editors to produce maps, charts, and interactives that pinpointed key visuals in stories. Introduced new ways to approach stories with innovative storytelling in the newsroom.

#### California Covid Coalition (2020-2021)

##### Designer, Journalist

Worked with journalist from across California in order to assemble and distribute coronavirus data from county-level agencies. Interpreted and visualized the data in a team of 50+ reporters for the duration of the pandemic until July 2021.

#### Nickelodeon (2016 - 2017)

##### Television Technologies Intern

Created 3D models of Nickelodeon's live action sets (Including the set for 'School of Rock') for directors and crew to move through in VR. Designed, and maintained video walls around the Nickelodeon Animation Studios and other Nick properties.

#### Freelance (2015 - 2018)

##### Animator/Designer

Collaborated with artist, Arthur Jones, and major companies including Samsung, Youtube, Google, and Oktane conference to make motion graphics videos combining 2D traditional animation and 3d modelling.

#### Virtual Trolley (2015)

##### Designer

Worked within a team of programmers, engineers, and designers to conduct an experiment that tested haptic feedback in virtual reality simulation games. Was the primary animator, helped conduct experiments, and managed the project.