

# Work Portfolio

*Karthikeya Udupa K M*

## Work

- **EatFirst** – *User Experience Design, Product Design, Mobile App.*

A online food delivery business offering healthy, high-quality lunches with more than 100k meals delivered in London and Berlin. Product consists of mobile and web apps along with apps for logistics. Responsible for managing the development and management for mobile applications. Also took on the responsibility for designing and improving usability and user-interaction aspects of the platform along with designing new features.

**Role:** Mobile Developer/User Experience Designer

- **Semeantoja** – *iOS, Android, Node.JS*

Responsible for all the mobile development and back-end architecture designing of flagship application. Consulted several of the company's customers regarding their online and mobile presence. Involved with designing a robust RESTful API to create an extensible and re-usable back-end for all the mobile applications and web components.

**Role:** Mobile Head/Technical Architect

- **Zreiss Product Management System** – *iOS, PHP*

A lead electronic goods who had an existing warehouse and distribution solution which was built atop an outdated AS400 system involving paperwork and printing of catalogs on a monthly basis. A new system was developed by re-structuring of the entire architecture; replacing the ordering system and the catalog with a state of the art tablet application along with an interface for warehouse management and RESTful API's for connecting it all back to the new back-end architecture. The architecture was designed to be completely backward compatible with everything under control from a user-friendly iPad app.

**Role:** Technical Architect/Mobile Lead

- **CGS - Point of Sale (CGS Inc.)** – *iOS, Microsoft Dynamics*

Computer Generated Systems is a leading New York based IT Services provider with market dominance in Microsoft Dynamics & Retail services. The project involved development of a range of mobile products that would replicate the functionality of the Microsoft Dynamics's POS retail terminal used in retail stores on mobile devices. It required creation of a communicating bridge between the AX systems and the iOS platform which was previously non-existent and was designed specifically for this product. The app also had integration with external hardware that for accepting electronic payment and scanning of items.

**Role:** Technical Architect

## Research

- **Understanding User Behaviour by Mining Smartphone Usage Patterns and Exploring Them to Improve User Experience (2014)**

A detailed analysis based on a comprehensive study done on Android platform about application usage and context. Tries to understand and predict user behaviour and interaction with application. Provides an outline for building systems with the help of emerging technologies such as Software Defined Networking and OpenFlow to develop a new networking architecture for mobile devices.

- **Analysing User Interaction on Mobile Devices (2014)**

An ongoing research where the objective is to understand the interaction and behaviour patterns of the users when they use their mobile device. The research involved development of a technique that would enable us to gather information about the interaction events with respect to the context (on Android mobile platform). The information was used to identify trends in mobile application usage and web usage patterns. The research acts as a stepping-stone for future research into user experience and usability improvement on mobile platforms and further understanding user interaction patterns and the possible causes.

- **Location Based Context-Aware Systems (2013)**

A research work on location-based context aware systems; exploring the concept of context, context awareness and various technologies that influence in the design and development of such systems. The outcome of the research was then used to design and develop an effective prototype for a mobile application, which interacts with the user based on his present and future location context.

- **Automatic facial feature point marking & tracking system (2010)**

A research paper presenting a novel technique for identification and tracking of the key features of the human face in real-time with improved efficiency.

# Design Portfolio

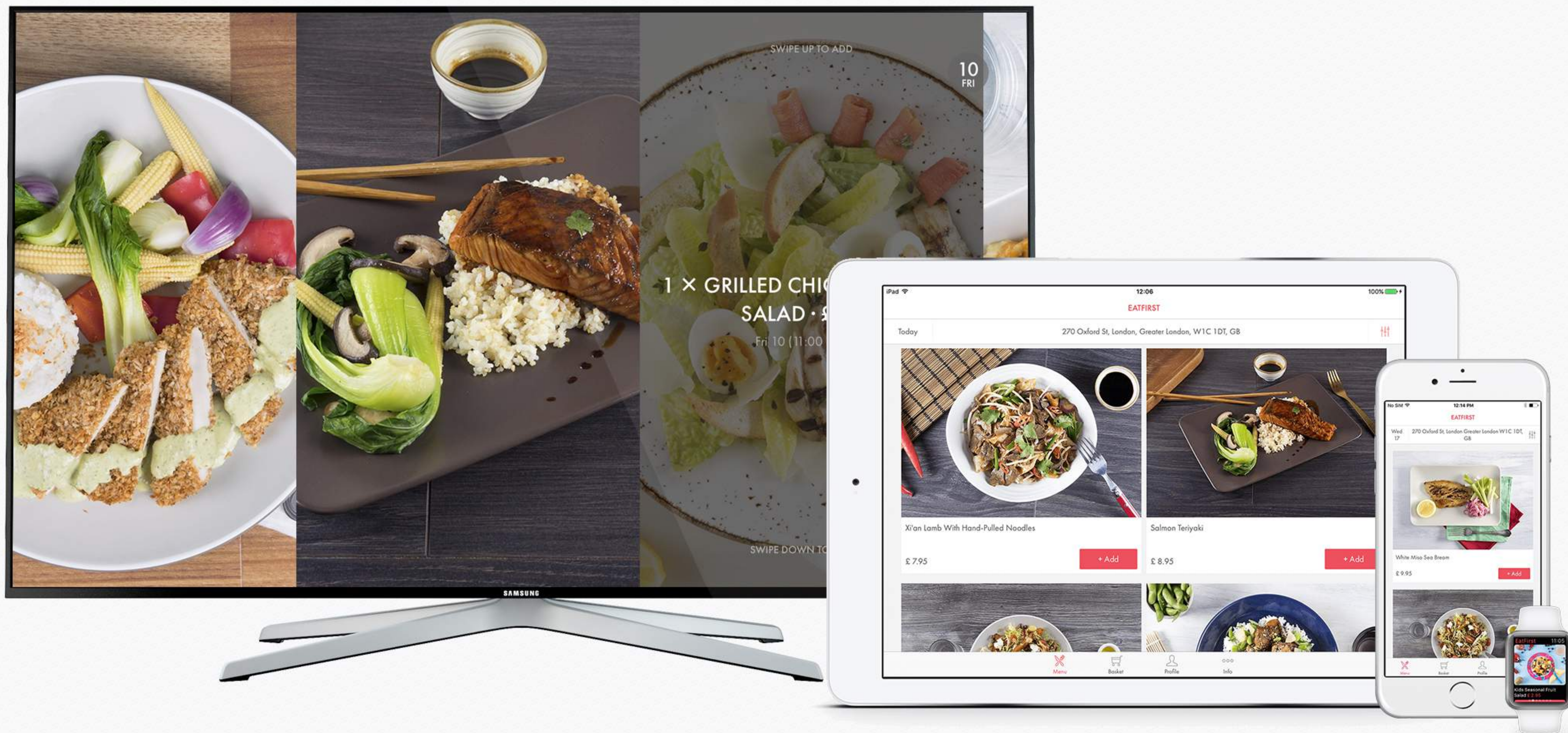
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EATFIRST

# EATFIRST

The Online Restaurant

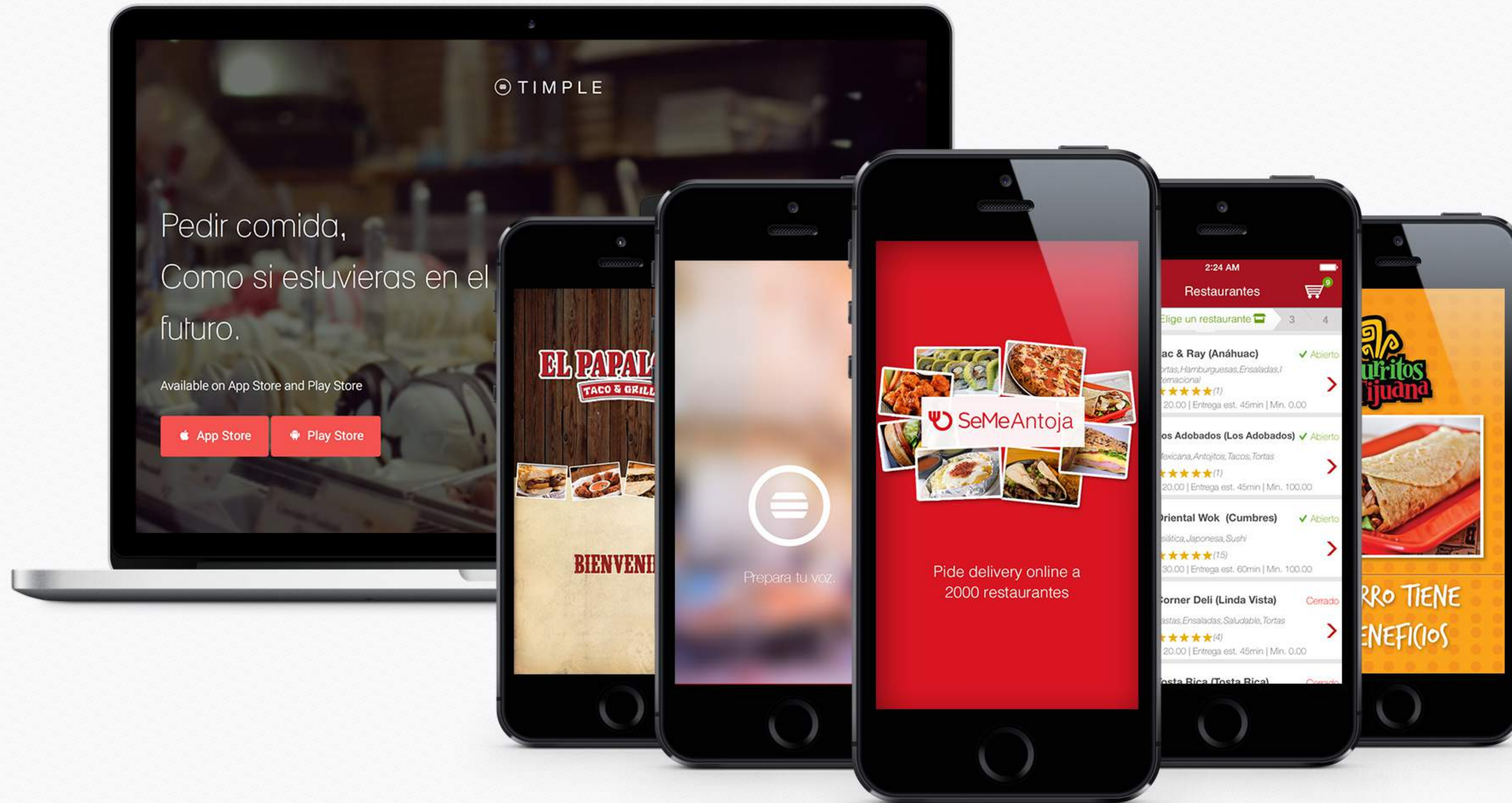






**TASTE SPACE GROUP**

The Food Social Network







**WORDBITS!**  
Tetris Meets Scrabble



**AMRTIT DHARA**  
Carry Your Devotion Along

**VAN DORP ENERGIECHECK**  
Energy Management







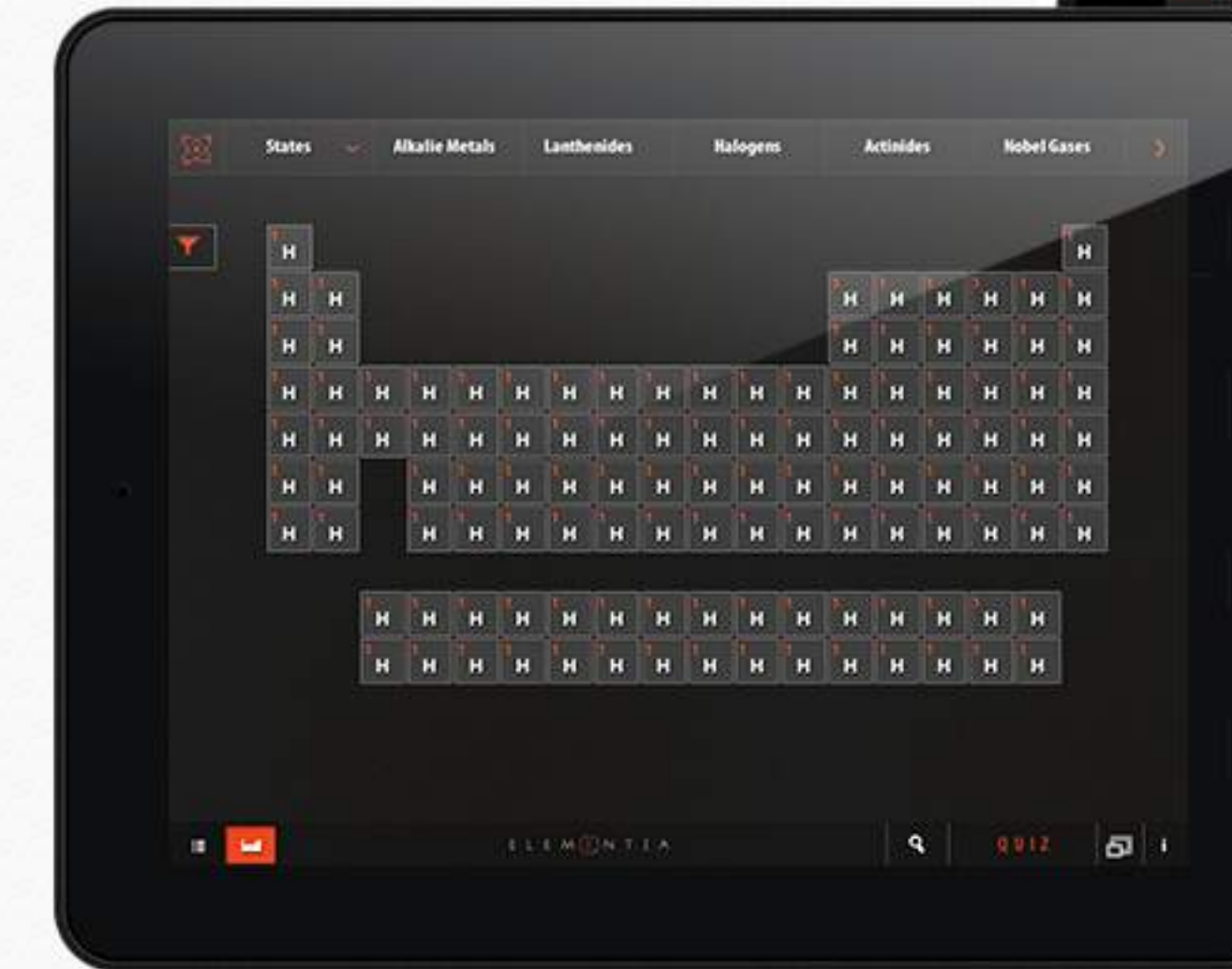
**STARSPOTTER**  
Social Celebrity Spotting



**NEXT CHANGE**  
In theatres near you



**ELEMENTIA**  
Interactive Periodic Table



E L E M E N T I A