SHARVARI BONDRE

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EDUCATION

University of Michigan, School of Information, Ann Arbor, *May 2023*
Master of Science in Information: UX Research and Design, GPA: 4.0

Pune Institute of Computer Technology, India, *May 2019*
Bachelor of Engineering in Information Technology, GPA: 8.84

ACADEMIC RESEARCH EXPERIENCE

SPOT Research Lab, *Nov 2021 - May 2023*
Advisors: Dr. Steve Oney and Dr. Mauli Pandey
Project: Accessibility of UI frameworks for blind and visually impaired (BVI) programmers
Contributed to this study by analyzing interview data of 18 BVI programmers and analyzing 96 posts from a mailing list.

Capstone Project, *Jan 2023 - April 2023*
Advisor: Dr. Robin Brewer
Project: Campus Maps for West Virginia School for the Deaf and the Blind
Co-created tactile maps using an assets-based design approach to help blind and visually impaired students navigate their 79-acre campus independently and learn new routes easily.

Social and Digital Innovation Lab, *August 2021 - May 2022*
Advisor: Dr. Gabriela Marcu
Project: Study Students' Perspectives on ClassDojo.
Developed participatory design workshops for identifying student perspectives on using a behavior management tool in classrooms.

PUBLICATIONS

Conference Proceeding
Pandey, M., **Bondre, S.**, O'Modhrain, S., & Oney, S. (2022). Accessibility of UI Frameworks and Libraries for Programmers with Visual Impairments. *In Proceedings of the IEEE VL/HCC 2022*. https://doi.org/10.1109/VL/HCC53370.2022.9833098

Book Chapter
Pandey, M., **Bondre, S.**, Kameswaran, V., Rao, H., O'Modhrain, S., & Oney, S. UI development experiences of programmers with visual impairments in product teams. In *Equity, diversity, and inclusion in software engineering: Best practices and insights*. https://doi.org/10.1007/978-1-4842-9651-6_8

INDUSTRY EXPERIENCE

Product Designer
Helpshift (Pune, India), *August 2023 - Present*
Carried out UX research and design for the identity management feature that will provide personalized experiences for game players and improve contextual lookup times for support agents. Performed an accessibility audit for the end-user interfaces and documented 12 fixes to meet WCAG Level A.

UX Design Intern
Alcon (California, USA), *June 2022 - August 2022*
Synthesized requirements for enhancing security and designed a mid-fidelity prototype for the human-machine interface used by eye surgeons and nurses.

Technical Writer
TIBCO Software Inc (Pune, India), *October 2018 - June 2021*
Created and maintained documentation comprising 10+ manuals for TIBCO BusinessEvents and TIBCO Cloud Events used by developers, administrators, and business users across 250+ companies.

SELECTED ACADEMIC PROJECTS

UX Research Consultant, Ann Arbor Water Treatment Plant
Implemented contextual inquiry with 12 officials from the Ann Arbor Public Works Department to improve the effectiveness and efficiency of their current complaint management system.

UX Research Consultant, Comparative Literature Department at the University of Michigan
Conducted mixed-methods research to evaluate and improve the usability of an internal literature mapping tool used by 150+ students at the University of Michigan.

TEACHING EXPERIENCE

Graduate Student Instructor
University of Michigan, School of Information
Responsibilities: Leading discussion sections, collaborating with the teaching team about lesson plans, holding office hours, grading, and providing detailed feedback on assignments and projects.

- SI 510 Information Ethics, *Winter 2023*
- SI 310 - Information Environments and Work, *Fall 2022*
- SIADS 601 - Qualitative Inquiry for Data Scientists, *Fall 2022*

SKILLS

Research Methods: Surveys, Interviews, Contextual Inquiry, User Testing, Heuristic Evaluations, Diary Study, Cultural Probes, Affinity Mapping
Tools: NVivo, Qualtrics, Metabase, Tableau, Figma, Adobe XD, Unreal Engine
Programming: HTML/CSS, Javascript, Python, R, SQL