

SREELAKSHMI S B

UX Researcher specializing in Accessibility, AI Agents, and Developer-Focused Tools.

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EDUCATION

University of Michigan, Ann Arbor, MI

Master of Science in Human-Computer Interaction

August 2022 – May 2024

Birla Institute of Technology and Science, Pilani

Bachelor of Engineering in Computer Science

August 2015 – June 2019

EXPERIENCE

MathWorks

January 2019 – June 2022

Leading developer of mathematical computing software, known for its flagship products, MATLAB and Simulink.

UX Researcher

- Led UX research initiatives for 3 major tools within MATLAB and SIMULINK ([Variant Systems](#), [Clone Detector App](#), and [Support Package for Raspberry Pi](#)). These tools improved model flexibility and code quality, and enabled hardware integration.
- Recruited research participants and facilitated 50+ usability tests, benchmarking studies, and customer interviews.
- Spearheaded research initiatives to design and ship a new tool ([Variant Manager](#)) to test design configurations in a model. Collaborated with design, engineering, and product teams to implement a new design that could run models up to **60x faster**.
- Designed 4 new APIs for the [Clone Detector App](#) in SIMULINK. Reduced reported usability issues in the app by 75%.
- Worked with customers to debug issues and acted as a team lead for technical support work, leading a team of 25-30 members.
- Generated reports to visualize technical support trends across the company. Implemented enhancements to technical support practices, resulting in a 30% improvement in response times and a 25% increase in customer satisfaction scores in a year.

University of Michigan

December 2024 – Present

AI/Accessibility Researcher

- Leading UX research efforts to study the **use of Agentic AI in improving the accessibility of developer tools like VS Code**.
- Collaborated with a team to develop [heuristics to assess the accessibility of AI programming tools](#). Evaluated 3 popular tools (**Copilot, Replit, Firebase Studio**) for validating the heuristics. *Work accepted to appear in [ACM SIGACCESS 2025](#) proceedings.*

Center for Medical Innovations in Extended Reality (XR)

November 2024 – Present

NSF-funded research hub advancing healthcare through cutting-edge AR/VR technologies.

UX Researcher

- Interviewed **15+ stakeholders** across universities and healthcare tech firms. Analyzed regulatory standards, interoperability frameworks and peer-reviewed research on XR device adoption in healthcare. Synthesized findings to identify gaps in onboarding protocols and device integration procedures.
- Designing a standardized onboarding process for integrating XR devices for clinical use, **supporting developer and IT workflows**.

ECS Fin

August 2024 – November 2024

Renowned financial software provider, providing transaction processing solutions for HSBC, BNY Mellon, Citi and others.

UX Researcher

- Worked with users to design web-based tools for transaction-related communication between banks.
- Designed workflows to process settlement Instructions for bank payments and handle messages in Fedwire payments.

ACADEMIC PROJECTS

StockEd: Building an application for investment education (CAPSTONE PROJECT)

January 2024 - April 2024

Conducted qualitative and quantitative research, including user interviews and surveys, to identify gaps in existing investment education tools. Designed an [application to simplify stock market learning](#). Presented the product at the UM Exposition 2024.

SKILLS

- UX Methodologies:** Contextual Inquiry, A/B testing, Competitive Research, Survey Design, User Testing, Quantitative Data Analysis, Heuristic Evaluation, Journey Mapping, Responsive Web design, UX Design, Interaction Design, UI Design, Prototyping.
- Tools:** Qualtrics, UserTesting, UserZoom, Optimal Workshop, Figma, Photoshop, Illustrator, Power BI, WordPress, Wix.
- Programming Languages/Frameworks:** Python, SQL, R, HTML, CSS, JavaScript (React), MATLAB, C++, C, Java.