Pramod Chundury

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Mixed-methods UX researcher with a strong prototyping and systems-building background. I study how people understand, evaluate, and use complex products and information systems; then translate findings into product requirements, interaction models, and working prototypes that teams can use to design, build, and evaluate product directions. My work spans deep qualitative research, usability testing, experimental evaluation, co-design, and data-rich interface prototyping, with experience across Meta, Ericsson, Adobe Research, the Library of Congress, and academic research.

Experience

Data and Design, LLC, Bentonville, MD, USA | **Data Scientist/Visualization Researcher** *Jan 2026 - Present*

- Analyze badge-in/badge-out mobility datasets across major U.S. metro areas to produce weekly workforce analytics reports and visual summaries for executive and publication-facing audiences.
- Translate workforce mobility data and other datasets into clear data stories, visualization concepts, and applied research directions for company publications and related projects.

University of Maryland, College Park, MD, USA

Research Associate (UMD Language Science Center) Apr 2026 - Present

- Co-lead qualitative analysis of video recordings, transcripts, interviews, and participant-marked misalignment moments to identify how communication breakdowns emerge and are repaired in mixed-neurotype teams.

Mixed-Methods Researcher (College of Information) Jun 2025 - Dec 2025

- Led co-design sessions with blind and low-vision participants, cultural heritage experts, and Library of Congress stakeholders to define requirements for richer access to visual collections.
- Evaluated human-AI workflows for semi-automated image description using LLMs, identifying tradeoffs among automation, user control, and output quality.

Graduate Research/Teaching Assistant Aug 2018 - May 2025

- **Accessible Data Experiences + Prototype Evaluation:** Led co-design sessions and built TactualPlot, a multimodal chart exploration prototype that translated visual chart interactions into touch, sonification, and speech for blind users.
- Conducted mixed-methods evaluations with blind users across screen-reader, tactile-display, and audio-touch chart systems, generating design guidance on speed, accuracy, workload, and independent data exploration.
- Led survey and qualitative research with blind and low-vision individuals to identify barriers across data preparation, visualization authoring, collaboration, and professional independence.
- **Human-AI Workflow Research:** Conducted qualitative research for Adobe Research on human-AI creative workflows, identifying breakdowns in control, iteration, and trust that informed AI-assisted creative tool directions.
- **Complex Data Tools + Onboarding:** Improved POD-Vis, a clinical visual analytics platform, by designing contextual in-app help, guided onboarding, and usability improvements for complex data interfaces.
- Led a crowdsourced study on causal visualizations and contributed to CauseWorks, translating findings into narrative explanation features that helped users interpret complex cause-effect relationships.
- **Teaching:** guest lectured on accessible data visualization; served as a TA for Python programming, database design, and data visualization.

Meta Inc., Menlo Park, CA, USA | **User Experience Researcher** Apr 2018 - Jul 2018

- Led evaluative UserZoom studies on Facebook App navigation features, identifying usability and comprehension issues that informed design recommendations for Targeted Tabs and Tab Notifications.
- Translated behavioral observations, video analysis, and usability findings into product recommendations for cross-functional teams working on app navigation and notification surfaces.
- Coordinated a rolling research program across embedded product teams, supporting recurring evaluative research and helping teams compare product quality across Facebook App experiences.

University of Washington, Seattle, WA, USA | **Research Assistant** (Remote) Sep 2017 - Mar 2018

- Designed and evaluated accessible smartwatch interaction prototypes for users with upper-body motor impairments, identifying input techniques that reduced precision demands on small screens.
- Built an Apple Watch prototype in Swift to compare touchscreen and bezel-based input, enabling controlled evaluation of speed, accuracy, and accessibility tradeoffs.

Ericsson, Manchester, NH, USA | **User Experience Intern** May 2016 - Dec 2016

- Conducted stakeholder interviews with network planners and engineers to identify workflow bottlenecks in Ericsson Adaptive Inventory (inventory management product).
- Translated research findings into table and node-link visual analytics concepts that helped engineers inspect inventory relationships and navigate complex infrastructure data.

University of Maryland, College Park, MD, USA | **Research Assistant** Mar 2016 - Dec 2016

- Co-led qualitative research on drone privacy and security, identifying how design features such as movement, sound, camera placement, and physical proximity shaped trust, comfort, and perceived risk.
- Built an iPad-based drone interaction prototype and used it in controlled sessions to elicit feedback on privacy-sensitive drone scenarios, informing design and policy implications.

Deloitte Consulting USA, Bengaluru, KA, India | **Application Developer** Jun 2011 - May 2015

- Built enterprise workflows and data integration business tools across five multinational client engagements.

Education

Ph.D. in Information Studies Aug 2018 - May 2025
University of Maryland, College Park, MD, USA
Advisors: Dr. Jonathan Lazar and Dr. Niklas Elmqvist

M.S. in Human-Computer Interaction Aug 2015 - May 2017
University of Maryland, College Park, MD, USA
Mentors: Dr. Marshini Chetty and Dr. Leah Findlater

B.E. in Computer Science Jun 2007 - Apr 2011
Anna University, Chennai, TN, India

Technical Skills

Languages: Python, JavaScript, HTML/CSS, SQL, C/C++, Swift, ABAP.

Frameworks & Libraries: D3.js, Vega-Lite, Matplotlib, Flask, Apache Cordova, Web Audio API, Pandas, OpenCV, scikit-learn.

Research and Product: Usability testing, co-design, interviews, experiments, survey design, heuristic evaluation, qualitative coding, thematic analysis, research synthesis, and prototyping.

Tools: Git, Figma, Tableau, UserTesting, UserZoom, SPSS, LaTeX, VS Code, Android Studio, Xcode, LLM CLIs.

Accessibility and Multimodality: WCAG, screen-reader-aware design, sonification, tactile interfaces, refreshable braille displays, accessible data visualization.

Select Publications

For the most recent list, please visit my Google Scholar profile.

- **Chundury, P.**, Jordan, J. B., Reyazuddin, Y., Elmqvist, N., & Lazar, J. *Sound, Touch, or the Full Monty? A Comparative Study of Accessible Data Exploration Systems for Blind Users*. ACM Transactions on Accessible Computing (TACCESS), March 2026.
- **Chundury, P.**, Thakkar, U., Reyazuddin, Y., Jordan, J. B., Elmqvist, N., & Lazar, J. *Understanding the visualization and analytics needs of blind and low-vision professionals*. In Proceedings of the 26th International ACM SIGACCESS Conference on Computers and Accessibility (ASSETS), October 2024.
- **Chundury, P.**, Reyazuddin, Y., Jordan, J. B., Lazar, J., & Elmqvist, N. *Tactualplot: Spatializing data as sound using sensory substitution for touchscreen accessibility*. IEEE Transactions on Visualization and Computer Graphics, November 2023.
- **Chundury, P.**, Yalçin, M. A., Crabtree, J., Mahurkar, A., Shulman, L. M., & Elmqvist, N. *Contextual in situ help for visual data interfaces*. Information Visualization, September 2022.