Anshika Nichani

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EDUCATION

Georgia Institute of Technology

May 2026

B.S. Computer Science + Human Computer Interaction

- Concentrations: Artificial Intelligence & Interaction Design
- **GPA:** 3.80
- Relevant Courses: Data Structures & Algorithms, Object Oriented Programming, Software Engineering, Discrete Math for Computer Science, Web Development

EXPERIENCE

Epic Intentions

January 2024 - Present

General Consultant | Web Developer

- Collaborate with a team of 6 consultants to develop and redesign the Heros for Children website, demonstrating the ability to work collaboratively within an agile project team
- Implement website functionality using web development tools such as WordPress, HTML, CSS, and JavaScript
- Streamline the design process by translating complex Figma mockups into functional web interfaces, ensuring adequate concept creation through to design and prototyping
- Provide documentation and training to the client on website maintenance and content management tasks, allowing them to independently manage the website going forward.

Bits of Good August 2023 - December 2023

UI/UX Design Bootcamper

- Learned and applied the user-centered design process through a partnered semester-long design project
- Created high-fidelity designs in Figma for a mobile application for beginner investors
- Conducted user research and analysis, entailing survey distribution, interviews, user testing, and affinity mapping

Backlight Student Film Festival

January 2023 - May 2023

UI/UX Designer

- Conducted extensive user research to understand the needs and preferences of film festival attendees using insights to guide the design process and improve website usability and satisfaction
- Designed promotional materials for the website, including AR social media filters, landing pages, and digital brochures
- Worked in an agile development environment, effectively communicating with developers and stakeholders to ensure timely and successful project delivery, while adapting to feedback and making iterative improvements to the design

PROJECTS

College Scheduler App

January 2024-February 2024

App Developer

- Engineered an intuitive College Scheduler App for 40,000 students in Android studio, prioritizing user-friendly design for efficient schedule management for students
- Utilized Java in Android Studio to create a high performance backend, ensuring efficient data management
- Implemented core features including a start up menu and to-do list to track classes and assignments adapting to individual schedules

Escape Room Game

November 2023-December 2023

Software Developer

- Created an escape room game using JavaScript for interactive game logic, HTML for structuring the game elements, and CSS for styling, ensuring a seamless user experience.
- Incorporated A-Frame web framework for building virtual reality experiences, to enhance the game's immersive 3D environment
- Conducted thorough testing and debugging, identifying and resolving issues to guarantee an enjoyable gaming experience

USAA Investment App

September 2023-November 2023

UI/UX Designer

- Co-led a case study to prototype an investing app on Figma for USAA Bank to assist beginner investors aging from 18-24
- Created low, medium, and high fidelity wireframes and constantly received feedback from bootcamp leaders
- Conducted in-person prototype testing to ensure our wireframes met accessibility standards
- Gained proficiency in user research, wireframing, user testing, and prototyping

TECHNICAL SKILLS

Languages: Java, Javascript, HTML, CSS, Python

Concepts: Software Engineering, Web Development, Data Structures, Algorithms, Agile, UI/UX, Scrum, Debugging, App Development

Frameworks: React.js, Node.js, A-frame

Tools: WordPress, Figma, Adobe Creative Cloud, Git, Firebase, SQLite, Android Studio, Trello, Jira