DIPTI GUPTE

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EDUCATION

Georgia Institute of Technology, August 2022 – May 2024
Masters of Science in Human Computer Interaction with Interactive Computing Concentration

Santa Clara University, September 2017 – December 2020
Bachelors of Science in Computer Science with Software Emphasis, Digital Arts and Mathematics Minors
GPA: 3.49

CERTIFICATIONS

Become a User Experience Designer, September 2021
LinkedIn Learning
No Expiration Date
Relevant Skills: Ideation, Analyzing User Data, Creating Personas and Scenarios, and Prototyping

EXPERIENCE

Wells Fargo, March 2021 – June 2022
Technology Associate
- Developed junit and code coverage test files and tested new releases on physical ATMs for ATM UI Modernization team
- Contributed to QA efforts with defect and regression testing for mobile remote deposit capture team in addition to leading the coordination for batch testing between teams
- Built business acumen while strengthening technology skills

Opal, April 2020 – Feb 2021
UX Engineer
- Designed the optimal user experiences for Opal end users and customers using Figma
- Developed front-end components, screens, and pages for applications using React Native

Edlyft, December 2020
Student Resources Intern
- Created problem sets with accompanying hints and solutions for Intro to CS courses such as classes, iterators, and inheritance
- Collaborated with other interns by giving feedback on their questions and incorporating feedback from other creators to my problem sets

PROJECTS

Quarmate, September 2020 – December 2020
App
- App created for college roommates to keep track of each other and visitors to keep everyone protected during the pandemic
- Followed design process of interviews, creating personas, system requirements, prototyping, ect. to design and code mvp of concept for final presentation for this quarter-long project
- Utilized Figma, Visual Studio Code, and React Native to successfully complete project

SCU Connect, May 2020 – June 2020
App
- App that centralizes all class resources and creates an environment that promotes and instills a sense of socialization for the Santa Clara University community
- Followed design process of interviews, screen outline, prototyping, etc. to design mvp of concept for final presentation for this project
- Utilized Figma to successfully complete project

EXTRACURRICULARS

UX Mentorship at Wells Fargo, June 2021 – June 2022
- Networked with UX designers and created an unofficial mentorship opportunity for myself with a VP Senior Digital Product Manager
- Scheduled weekly coffee chats to discuss UX field as a whole as well as tips on getting started and transitioning into UX field