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CERTIFICATIONS

- NPTEL Online Certification: The Joy of Computing using Python.
- **Microsoft Certified:** Azure AI Fundamentals
- Foundations of User Experience (UX) Design – **Google**
- Start the UX Design Process: Empathize, Define, and Ideate – **Google**
- Build Wireframes and Low-Fidelity Prototypes – **Google**

TECHNICAL SKILLS

- **Technologies:** Azure, Google Cloud Platform (Basic), Office 365
- **Programming Languages:** HTML, CSS, JavaScript, SQL, Python, TypeScript, Java.
- **Frameworks & Libraries:** React, React Native
- **Tools:** Tableau, Git, Figma
- **AI/ML:** Basic Machine Learning, Generative AI
- **Design & UX:** Figma, UX Design

EXPERIENCE

UX DESIGNER | 02/2025 – Present

Resilience Inc. – Florida

- Designing engaging and intuitive mobile user interfaces for the mobile app, ensuring seamless user experiences.
- Applying UX principles, including typography, color theory, and cohesive design palettes, to create visually appealing designs.
- Collaborating with project managers and developers to align design solutions with project goals and feasibility.
- Developing interactive prototypes, wireframes, flowcharts, and screen layouts to communicate design concepts effectively.
- Utilizing industry-standard design tools, including Figma, to create high-quality UI assets.

AI SOFTWARE ENGINEER INTERN | 08/2024 – 12/2024

Resilience Inc. – Florida

- Enhanced AI-driven features for the iRize mobile app, focusing on user-facing functionalities and bug fixes.
- Integrated robust user management and authentication systems using Firebase, ensuring secure data storage and access control.
- Collaborated on technical solutions to optimize product performance and scalability.
- Actively contributed to the product's AI strategy and roadmap development.

STUDENT ENGINEER TRAINEE | 09/2021 - 11/2021

Rinex - Karnataka

- Engineered a Smart Greenhouse System with Arduino, Raspberry Pi, and Python.
- Implemented IoT sensors to optimize plant growth, increasing yield by 30% and reducing resource usage by 25%.

PROJECTS

1. **Flagrant Fowl Futbol Association** (<https://www.flagrantfowlfutbol.com/>) :

- Technologies Used: TypeScript, Next.js, HTML, CSS, React
- Description: Developed a comprehensive web platform in a team for a soccer association managing seven teams. Implemented features including a dynamic standings table, match scheduling, team, and player information pages.
- Key Achievements:
 - Designed an organizer interface for managing match details and sending updates, enhancing

operational efficiency by 30%.

- Created a player portal for updating availability and viewing personal schedules, significantly improving player engagement and scheduling accuracy.

2. Katamari Damacy Remake:

- Technologies Used: ThreeJS, JavaScript, HTML5, CSS
- Description: Reimagined the classic game using modern web technologies, enabling users to control a ball that collects objects within a virtual environment.
- Key Achievements:
 - Engineered game mechanics and controls using JavaScript, ensuring smooth and responsive gameplay.
 - Developed collision detection logic that increased interactivity, leading to a more engaging user experience.

3. Survey on Microservice and Nanoservice Solutions for the IoT-Edge-Cloud Continuum:

- Technologies Used: HTML, CSS, JavaScript, React
- Role: Developer, Reporter, and Delivery Manager
- Description: Collaborated in a team to design and develop a single-page application focused on Microservice and Nanoservice Solutions for the IoT-Edge-Cloud Continuum. The application features an interactive survey page categorizing research topics into distinct sections, enhancing user engagement and informational accessibility.
- Key Achievements:
 - Dynamic Filtering: Implemented a robust filtering system allowing users to easily access multiple research papers related to specific problem statements within IoT and Edge Computing. This feature significantly improved the usability and educational value of the application by facilitating targeted academic exploration.

EDUCATION

Saint Louis University - St Louis, MO | Master of Science

Computer Science

MLR Institute of Technology - Hyderabad, India | Bachelor of Technology

Electronics And Communication Engineering