**Ramya Bandaru**

ux.ramya@gmail.com | (971) 244-2709

I am aiming to land my first full-time role as a junior UX/UI designer, where I can use my creative and digital sense of design to craft wonderful experiences and solutions for people, and continue to grow and learn as an early-career designer.

**Education:**

**JNTU, Andhra Pradesh, India**

**Bachelor of Technology(Computer Science and IT)** | 2001-2005

**Andhra University, Andhra Pradesh, India**

**MBA(HR)** | 2010-2012

**Certifications from Google UX Design** | March -Till date

**Visual Elements of User Interface Design** by California Institute of the Arts| (June 2021-Till date)

**Work in Progress**

**Google Design Certification**   | **March 2021-Till date**

[**NY Cinemas App**](https://github.com/RAMYA-UX/Ramya-Resume/blob/main/Movie%20Theater%20NYC%20.pdf)

This Application is created as a case study for Google Certification. NY cinemas is a new Independent theater in New York. They want to make their presence in the market and provide the best experience for their patrons.

Role: UX designer

* Conducting research
* Creating personas
* Problem statements
* User journey maps
* Paper and digital wireframing
* Low and high-fidelity prototyping
* Conducting usability studies
* Accounting for accessibility
* Iterating the designs for the application

**Jean Martin Solutions India Pvt Ltd**

**Sr. Technical Recruiter | Dec 2006-Nov 08**

* Managed a team of three junior recruiters and trained them in the recruitment process.
* Managing the entire recruiting process from requisition to final placement.
* Understanding the client’s requirements, coordinating for short listing and screening including preliminary interview of the candidates.

**EC-Manage India Pvt. Ltd**

**IT-Recruiter | Jan 2006 – Nov 06**

* Managing the entire recruiting process from requisition to final placement and Responsible for the smooth functioning of the entire Recruitment Process.

**Skills**

* Tools : Figma, XD, HTML.
* Design :Wireframes, Interactive Prototypes, Visual Design, Design Systems, Usability Testing, Information Architecture, User Flows, User Research, Interviews, Empathy Maps, User Personas.

**Coursework**

UX Design, Human-Centered Design, Information Architecture, Web Design, Graphic Design Principles, Design Methodology, Prototyping.