



EXPERIENCE

Product Design(Remote), Mindhouse / Jul 20 - Oct 20

- Mindhouse is a guided meditation studio which recently moved to digital mode, and classes booked live.
- Redesigned the booking experience of live classes by making it easier to find and filter the classes based on user preferences like favorite instructors, language, recommended, etc.
- Conceptualised and redesigned reminders to build daily habits.

Design volunteer, UR Hope / Jun 20

- Designed and deployed a COVID-19 relief platform that helps people find relief for food, health, shelter, etc., and facilitates volunteers with finding tasks around their locality.

UX Design intern, Microsoft / May 19 - Jul 19

- Designed and shipped network threat security for mobile phones used by employees on office 365.
- I interviewed users to find out security awareness and translated insights to the product(Windows Defender).

UI/UX Designer, T.C.S / Jan 17 - Aug 18

2018

- To find out how employees share ideas internally and externally, interviewed stakeholders, employees and conducted FGD's and designed Singapore Airlines ideation platform, a collaborative idea crowdsourcing tool used to find useful ideas for solving problems.
- Designed an intervention to manage team participation of employees in multiple teams for a performance management application, Audited and created a design system that helped lay the foundations for designers and developers for a learning tool.

2017

- Designed click-through prototypes for event booking & management like hackathons on a learning tool used by all employees across TCS.
- Responsible for visual and interaction design approaches for a few other design requirements for multiple tools and created short GIF animations to explain software technologies concepts for a learning platform.

EDUCATION

M.Des in Interaction design, IIT Bombay

7.3 CGPA, June 2020

B.E in Electrical engg, Andhra University

7.3 CGPA, July 2016

Intermediate, A.P State board

90.7%, March 2012

S.S.C, A.P State board

90.8%, May 2010

SKILLS & TOOLS

- **User research** through contextual inquiry
- Qualitative & Quantitative studies for **Testing** ideas & **Research**
- **Strategic thinking** through workshops & User interactions
- Designing & **Prototyping** using tools like Figma, Sketch, InVision Studio, and Adobe

POSITIONS

Department Placement Coordinator

IDC School of design, IIT Bombay

Student Volunteer

Typoday 2019

Founder

Robotics Club of C.R.R.E

ONLINE PRESENCE

- <https://dribbble.com/saianjan>
- https://www.behance.net/sai_anjan