

Sai Anjan

Interaction designer

www.saianjan.com

saianjan.margani@gmail.com

+91-9885854030

https://www.behance.net/sai_anjan

Education

M.Des in Interaction, IIT Bombay

7.3 CGPA, June 2020

B.E in Electrical, 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

Experience

**Product Design,
Mindhouse**

Jul 20 - Oct 20

- Identify design requirements from head designer and translate into UI, gather feedback, iterate and finally deliver it to the developers.

- Test it and improve user experience.

Recent projects

- **Filters for live classes** – Mindhouse meditation has several classes from 5 in the morning to 12 in the midnight taken by several instructors and it gets harder to find the class you're looking for and filters help find and choose.
- **Reminder redesign** – Reminders help users build habits daily and I designed them where users can get reminded classes designed for them or they can remind a particular class.

**UX Design intern,
Microsoft**

May 19 - Jul 19

- **Designing for trust** — 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

- Work with product designers and managers, translate the requirements into refined solutions.
- Identify design requirements, define visual and interaction design approaches to various product features and deliver the design solutions to UI Developers with detailed design documents.

Recent projects

- **SIA Ideation** – Designed the visual design layer of Singapore Airlines ideation platform, a collaborative idea crowdsourcing tool designed to help people of Singapore Airlines effectively find ideas for solving problems. The application helps to share and communicate ideas and find suggestions. The purpose of the tool is to help employees, flight crew and staff share ideas and build a community.

Skills & Tools

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