

# **EXPERIENCE**

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

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

# Design volunteer, UR Hope / Jun 19

• Designed and deployed an COVID-19 relief platform which helps people find relief for food, health, shelter, etc., and faciliatate 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 stakehlders, employees and conducted FGD's and designed Singapore Airlines ideation platform, a collaborative idea crowdsourcing tool used to effectively find ideas for solving problems.
- Designed an intervention to manage team participation of employees in multiple teams for an performance management application, Audited and created an design system which helped lay the foundations for deisgners and developers for an learning tool.

# 2017

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

## **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 enquiry
- 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 deisgn, 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