



## EXPERIENCE

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### **Product Design, 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.,
- Conceptualised 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 facilitate 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

- Conducted design thinking workshop for Singapore airlines on site where I interviewed stakeholders, employees and conducted focus group discussions to find out how employees share ideas internally and externally. This work was done along with senior designers.
- Designed the visual design layer of Singapore airlines ideation platform, a collaborative idea crowdsourcing tool designed to help singapore Airlines effectively find ideas for solving problems.
- Designed an intervention to manage team participation of employees in multiple teams for an performance management application used to manage and appraise employee's performance.
- Audited and created an design system which helped lay the foundations for designers and developers for an learning tool(PLAY).
- Designed the visual and interaction design layer for an event booking & management like hackathons on a learning tool used by all employees across TCS.
- Responsible for visual and interaction design 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

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### **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

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- **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

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### **Department Placement Coordinator**

IDC School of design, IIT Bombay

### **Student Volunteer**

Typoday 2019

### **Founder**

Robotics Club of C.R.R.E

## ONLINE PRESENCE

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- <https://dribbble.com/saianjan>
- [https://www.behance.net/sai\\_anjan](https://www.behance.net/sai_anjan)