



Sreya Ahuja

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User Experience Researcher and Designer

Being a multitasker who is ambitious as well as pragmatic, I see myself evolving as an efficient student and professional. I have a passion to make designs that are beautiful, usable and intuitive. My mission is to keep learning, be creative, update skills and take affordable risks.

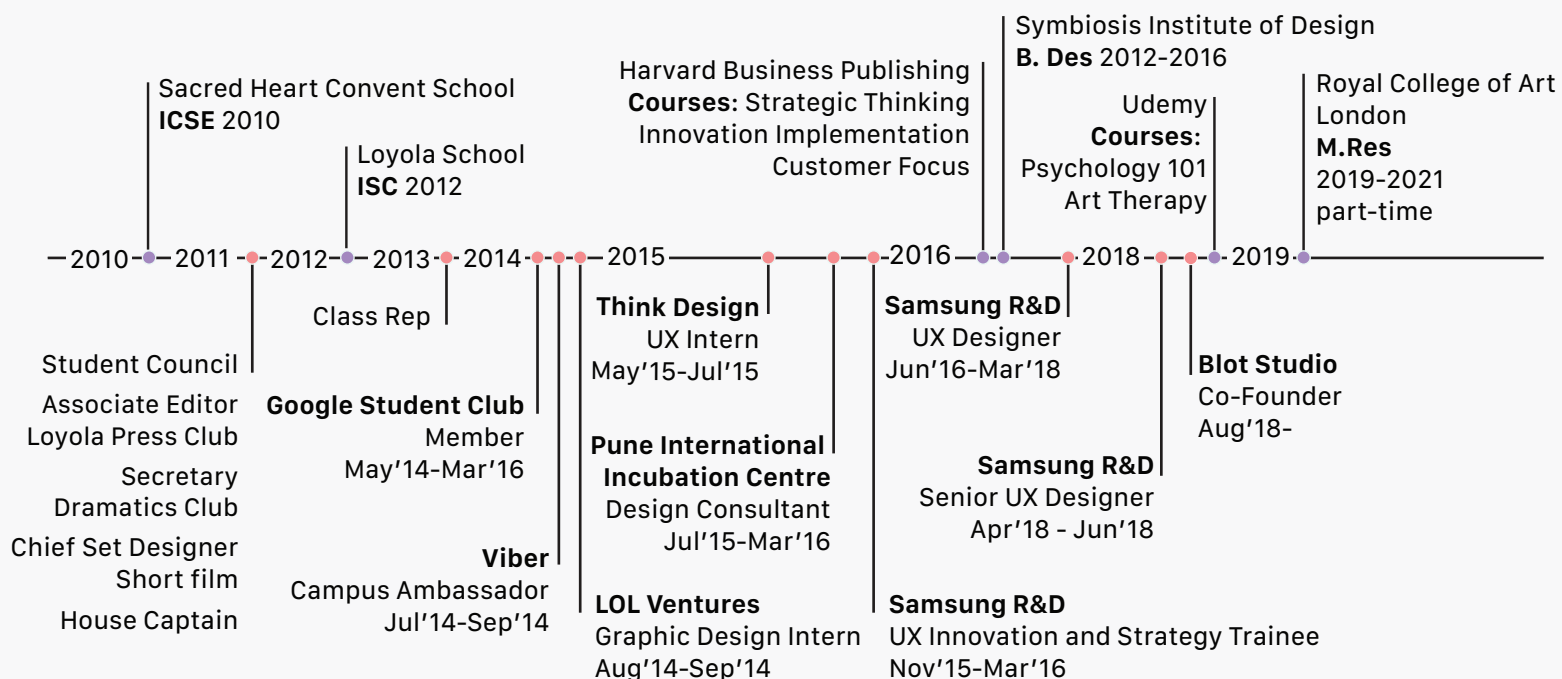
WORK EXPERIENCE:

SAMSUNG R&D INSTITUTE, BANGALORE, INDIA

- Worked on global and India based projects
 - Make for India: Tizen Community
 - Global: Game Live (currently has over a 100,000 downloads on the play store)
 - Bixby (as part of the voice and intelligence team)
- Co-ordinated with the headquarters (South Korea) to ensure timely and accurate deliveries of parallel projects
- Took projects from research to market release
- Responsible for making proposals to present to various stakeholders
- Worked on patenting ideas from projects undertaken

PUNE INTERNATIONAL INCUBATION CENTER, PUNE, INDIA









- Provided visual assets for the company and for the start ups that worked under them
- Attended and organized investor meetings and mentorship programs



AWARDS:

Samsung Citizen Award: Technology excellence- development to market	2017	Samsung R&D Institute
Second Award for Academic Excellence: High GPA aggregate in Undergrad	2016	Symbiosis Institute of Design
Principle's Award: Recognition for work done as Editor of the Press Club	2012	Loyola School
Best Outgoing Student: All-round excellence in the plus two section	2012	Loyola School

CO-CURRICULAR ACTIVITIES:

	Attendee	Talk on Apple Design Essentials, 2019
	Attendee	Talk on New Age of Innovation, AI: The future is now, 2019
	Attendee	Interaction Designer Association Seminar on Open Design, 2018
	Attendee	International gaming event that is backed by the CII, 2017.
	Delegate	National confluence of game developers and publishers, 2016.
	Organizer	National seminar on Visual Identity, 2014 and 2015.
	Attendee and Volunteer	International conference on Typography, 2014.
	Attendee	National Conference on User Experience Design, 2014.

WORK SKILLS:

				
Research Persona Building Scenario Creation Conceptualization	Use Cases Work Flow Mental Models Information Archi	Visual Design Copywriting Mockups Prototypes	Validation Usability Testing	Product Strategy Meaning Centred Design Megatrends Analysis Visual Identity









SOFTWARE SKILLS:



ALSO FAMILIAR WITH:



ACTIVITIES AND INTERESTS:

			
Fine Arts	Reading	Psychology	Medicine
			
Games	Running	Basketball	Cooking