

## Experience

### Palantir

Product Design Intern / May 2023 - Aug 2023

- Defined UX strategy and designed a tool for Palantir Foundry to help DoD client admins configure and manage user attributes collection for improved access provisioning.
- Designed vision mocks for a third party applications governance tool to help admins understand how their organization uses external resources. Researched and identified measurable metrics to track app usage.
- Built a VS Code plugin tool for Palantir engineers, creating an interactive interface for semantic search and enhancing coding understanding in their respective environments.

### Slice (client of Obvious)

Product Designer / Jan 2022 - July 2022

- Led design efforts for the new initiative's team trying to build a web3 product.
- Worked closely with Product Leads to drive visual conceptualizations, understand user needs, and propose creative design solutions to technical challenges.
- Designed a blockchain-based application to present and store your decentralized identity domains.

### Grab (client of Obvious)

Product Designer / May 2021 - Jan 2022

- Collaborated with PMs, engineers, and data scientists to brainstorm and scope out MVP versions for a self-serve Ads Platform.
- Undertook UX Research efforts and conducted user interviews to better understand user behavior and patterns unique to technology users of SE Asia.
- Designed the ads creation and ads management workflow with data-driven insights.

### AngelOne (client of Thence)

UX Designer / Aug 2020 - Apr 2021

- Designed and shipped user facing features for AngelOne stock trading app like Portfolio management, stock details, option chains, etc. AngelOne is one of the largest stock trading platform in India with over 2 million active users.
- Conducted usability testing and worked with engineers to incorporate new changes.

## Extra

### NSRCEL at IIMB

Service Design Consultant / Aug 2020 - Apr 2021

Worked with startup founders and IIMB professors at NSRCEL, an incubator at Indian Institute of Management Bangalore, to re-design the incubation program using design methodologies like sprints, journey maps and empathy maps.

### Check

A citizen-driven violation reporting app

For my undergrad capstone project, I led my team to fully redesign the Bengaluru Police violation reporting app through game design and machine learning automation using a state-of-the-art neural net. This project was presented at the IEEE 2022 Fourth ICAECC conference and published in [IEEEExplore](#).

## Education

### Indiana University

M.S. Human Computer Interaction  
2022 - 2024 (Expected)

### PES University

B.Tech in Electronics and Communications  
2016 - 2020

## Skills

UX Design  
Product Strategy  
Design Research  
User Interviewing  
Data Analysis  
A/B Testing

Prototyping  
Wireframing  
Layout & Grid  
Figma & Sketch  
Adobe Suite  
Excel & Sheets