

Akhila Nivarthi

DETAILS

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[Linkedin](#)
[Portfolio](#)

SKILLS

User Interface design

Prototyping

Agile Methodology

React

Javascript

Figma

Front end development

Github

Jira

AI fundamentals

API integration

Mural

UX Research

FURTHER SKILLS

- **Winner** of Mindshifts on Megafires Designathon
- **Team player:** Working on scrum team
- **Leadership:** Lead UI developer on scrum team, President of non-profit club AMM for education
- **Presentation abilities:** Presented research project to client team during internship
- **IBM Skills Badges:** Design, Working in a Professional World, Design thinking

PROFILE

Innovative front end developer and designer with 3 years experience, expertise in user interface design and agile methodologies. Proven ability to collaborate with different teams to deliver impactful features, enhancing user experience, and engagement.

EMPLOYMENT HISTORY

Software Engineer at Wells Fargo, San Leandro

August 2024 — Present

- Implemented responsive, accessible UI components in **React**, contributing to the launch of a major new feature in the Wells Fargo app.
- Decoupled the frontend from backend services for the first time in the project's history, enabling independent deployments and streamlined development workflows.
- Worked closely with product owners, designers and other stakeholders throughout the development process.
- Wrote and maintained BDD automation test scripts using tools like Cucumber and Selenium, improving regression coverage and reducing manual effort.

Client Engineering Design Intern at IBM, San Francisco

June 2023 — August 2023

- Worked alongside the client with a team of IBM designers, data scientists, solution architects, and other key experts to co-create solutions.
- Worked in the financial services market(FSM) and shadowed in client meetings.
- Facilitated a workshop for all FSM designers alongside other design interns; honed leadership skills.
- Created Mural boards and templates for client workshops.

Design Intern at Wifire Labs, San Diego

June 2022 — September 2022

- Designed a prototype for a game on Figma to increase awareness and acceptance of prescribed burns.
- Collaborated with team to present prototype of game to leadership team.
- Won a designathon in order to acquire this internship; 8 out of 24 teams were selected.

Connected Learning Pathway at Sony, San Diego

September 2021 — November 2021

- Created user personas and conducted user interviews on our target population to assist with prototype.
- Attended sessions twice a week to present progress to Sony mentors.
- Produced and presented prototype of our solution on Figma to Sony executives.

EDUCATION

BS, University of California, San Diego, San Diego

September 2020 — June 2024

Major in **Cognitive Science**, specializing in **HCI**

Minor in **Computer Science**