

# 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**