### ANANYA RAAM

Richmond, VA

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## Skills

### **Programming Languages**

HTML

**CSS** 

JavaScript

Python

Java

R

### **Software**

**Figma** 

Sketch

Marvel

Balsamiq

Wordpress

Mural

Github

WalkMe

### Certifications

UI/UX Design Specialization offered by the California Institute of Arts on Coursera

Visual Elements of UI Design

**UX Design Fundamentals** 

Web Design: Strategy and Information Architecture

Web Design: Wireframes to Prototypes

# **Experience**

#### State Farm August 2024 - Present **Digital Adoption Solution Developer**

- Develop and implement user interface solutions using WalkMe to enhance employee user experience with internal software applications and systems.
- Conduct user research and analyze data to design real-time guidance and automation solutions, boosting user satisfaction and business efficiency.

### Federal Reserve Bank of Richmond **UX Intern**

Richmond, VA June 2023 - August 2023

Remote

- Designed engaging visual layouts for user personas and journey maps, improving audience understanding by ensuring a seamless flow of content and information.
- Completed comprehensive user and industry research via interviews, workshops, comparative analyses, and written reports, informing strategic design decisions.

### University of Virginia **Maker Consultant**

Charlottesville, VA August 2022 - August 2024

- Coordinated and hosted events for the maker space, and created marketing materials that increased attendance by 100%.
- Organized and maintained the space, debugged and cleaned machines, and introduced students to the lab by giving tours.
- Iterated on and updated the maker space's website to keep users engaged and informed.

## University of Virginia **Desk Supervisor**

Charlottesville, VA August 2022 - December 2023

 Managed the front office, greeted and directed visitors, oversaw practice rooms, and took questions.

## **Education**

# University of Virginia **Bachelor of Arts**

Charlottesville, VA August 2021 - May 2024

- Cognitive Science, concentration in Computer Science. 3.9/4.0 GPA.
  - Leadership & Involvement: Vice President of Design for the Course Forum, Internal Chair for the founding board of UI/UX Design at UVA, UX Designer for the Student Council, Director of PR for the Society for Cognitive Science, Research Assistant for Gerling Touch Lab, Member of Phi Beta Kappa.
  - Relevant Coursework: User Experience Design, Human-Computer Interaction, Engineering Interactive Technologies, Software Development Essentials, Data Structures & Algorithms I, Introduction to Data Science with R, Research Methods & Data Analysis I, Introduction to Programming, Introduction to Information Technology, Minds and Machines, Introduction to Cognition.