

Aniruddh Ravipati

[portfolio](#) [linkedin](#) [instagram](#) [are.na](#) [email](#)

I'm a designer from the **Copenhagen Institute of Interaction Design**. To contend with the complexity of the context in which the user and product interact, I like to immerse myself and learn. I substantiate my designs by that experience. I aspire to thread aesthetic, needs & life-centrism in my work

Employment History

Product Designer // **CloudAEye** *Feb 2023 – Present*

At CloudAEye, I have the unique experience of taking a product from 0-1. I was in charge of setting up a design system, designing user flows, and prototyping and testing the user interfaces from scratch. I worked with the CEO and developers to bring a state-of-the-art AI-Ops tool to fruition

My Role : User Experience (UX), User Interface (UI) Design, User Research

Student Collaboration // **Google** *May 2022*

The brief was to understand the trends and needs of Gen-Z users and demonstrate the insights through digital prototypes. We developed a speculative digital application that allowed users to exert **greater & meaningful control** over their content suggestion algorithms across the Android ecosystem's range of applications
Duration : 3 weeks

My Role : Research, Synthesis, Prototyping & User Testing

Student Collaboration // **Meta** *April 2022*

Meta asked us to find innovative solutions for workers to deepen relationships with each other in a hybrid work setting. We were asked to limit our platform to Meta's Portal series of devices. We came up with an innovative solution of **hybrid break rooms** wherein colleagues could connect on topics apart from work regardless of location

Duration : 3 weeks

My Role : Research, Synthesis, Prototyping, User Workflows, User Testing

Lead Engineer // **Samsung R&D Institute** *Aug 2017 – June 2021*

I headed a small team of 3 that developed cutting-edge 5G radio software modules. I was responsible for **interpreting the specs, design of system maps for software and development**. Project management followed agile processes. Our team reported to multiple stakeholders across South Korea, Japan & North America.

My Role : System Design, Development, Management, Maintenance

Publications

Evaluation of 360° user-interface design while performing spatial task

3rd International Conference on Cognition, Brain and Computation

Education

Interaction Design *from*
Copenhagen Institute of Interaction Design

Aug 2021 – Aug 2022

MS in Computer Science & Research *from*
IIIT Hyderabad

Aug 2016 – Aug 2017

B.Tech in Computer Science *from*
IIIT Hyderabad

Aug 2013 – Aug 2016

Skills

Product Design

Digital Prototyping // Interaction Design,
User Research // Synthesis // User Testing

Prototyping Tools

Figma // Origami // Protopie

Graphic Design

Illustrator // Photoshop // InDesign

Coding

Javascript // C++ // C# // Python

Adobe Suite

Illustrator // Photoshop // InDesign

Web Builders

Webflow // Framer // Readymag