



With experience in software engineering, design and research, I am currently on a path to bring about a seamless integration of these disciplines with the aim of providing an enriching experience to my users

## EMPLOYMENT

### Product Designer at CloudAEye

Feb 2023 - Now

⌚ Remote

As a founding designer, I am in charge of research, UX and UI for CloudAEye's suite of SaaS products for web application observability. I get to work on designing AI-powered products for a varied demographics.

User Experience Product Design Figma SaaS

### Senior Software Engineer at Samsung

Aug 2017 - Jun 2021, 4 years

⌚ Bengaluru, India

I started work at Samsung R&D right out of college where I was in charge of development of applications for Access Layer architecture in 5G networks for clients such as Docomo, Verizon, and AT&T.

Software Engineering System Design Agile

## PROJECTS

### Student Collaboration at Google

Mar 2022, 3 weeks

⌚ Remote

Google wanted to understand Gen Z's current stances and trends in social media and future implications of their sentiments. We delivered key insights and a future-casted prototype to help communicate our findings.

User Research User Experience Figma

### Student Collaboration at Meta

May 2022, 3 weeks

⌚ Remote

Meta had tasked us to explore and expand the current paradigms of remote and hybrid workspaces. We tackled the gap found in hybrid workspace communication between remote and in-person workers. We delivered research insights, and a UX prototype and video that demonstrated our solutions.

User Research User Experience Figma

### Student Collaboration at Enel

Jun 2022, 3 weeks

⌚ CIID, Costa Rica

We worked with Enel, an energy company, to deliver insights and ideate on potential intervention & awareness strategy for the problem of electrical safety education in the LATAM region.

User Research User Experience Workshop

### Research at IIIT Hyderabad

Aug 2016 - Aug 2018, 2 years

⌚ Hyderabad, India

Researched, and published a paper in the usability studies for military drone interfaces. The process involved prototype development, conducting experiments, eye tracking, & data analysis.

C# Unity 3D User Research SPSS

## LINKS

Portfolio

LinkedIn

Github

## EDUCATION

### Interaction Design Programme in

### CIID Copenhagen Institute of Interaction Design

Aug 2021 - Aug 2022

### Master of Science from IIIT Hyderabad

Computer Science

Aug 2016 - Aug 2017

### Bachelor of Technology from

### IIIT Hyderabad

Computer Science

Aug 2013 - Aug 2016

## SKILLS

### Interaction Design / Research

Product Design User Experience Design User Research  
 Origami Studio Figma SPSS

### Graphic, Print & Video

Illustrator Photoshop InDesign Resolve

### Software Engineering & Development

React Radix UI Agile C C++ CSS  
 Python HTML Javascript

## PUBLICATIONS

### Evaluation of 360° user-interface design while performing spatial task 2015

In association with DRDO, we wanted to explore interfaces that could be used for a surveillance drones equipped with a 360° camera .This experiment involved designing a simulator for experimental interfaces that could view the entire 360° and having participants do some basic surveillance tasks

User Experience Product Design Figma SaaS

## CONTACT

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