



📍 India
✉️ ravipatianirudh@gmail.com
📞 +91 9985887990

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

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

LINKS & CONTACT

Portfolio India
 LinkedIn ravipatianirudh@gmail.com
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