Anjana Balamourougan

DESIGNER X DEVELOPER

Contact

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Education

Georgia Institute of Technology Class of Dec 2018 | 3.5 GPA B.S.B.A (IT Management)

Minor in Computer Science

Courses

The Complete Javascript Course (Udemy) Responsive Web Design Certificate (Free Code Camp)

Tools

Adobe Illustrator, InDesign, XD Javascript (*Vanilla, React.js*) HTML (*Swig, Handlebars*) CSS (*SCSS*)

Skills

Requirements Gathering
User Flows
Persona Creation
Wireframing
Usability Testing
Rapid Prototyping
Agile Design Sprints

Leadership

Kappa Alpha Theta Fraternity (New Member Director)

India Club at GT (VP Media & Design)
GT 1000 (Team Leader)

ATL Tanishq Dance Team (Captain)

Experience

Web Developer Intern / Cypress.io

Sept 2018 - Feb 2019

- Designed and implemented responsive web pages for the Cypress public website and documentation.
- Created graphics and diagrams highlighting product features and benefits.
- Redesigned the notification system in the dashboard product and created user flows, high fidelity mockups, and interactive prototypes.
- Redesigned the start-up's blog and developed a responsive custom theme for the Ghost blogging platform.

Undergraduate Researcher / Everyday Computing Lab

Aug 2018 - Dec 2018

- Conducted research exploring the effects of food journaling and fitness applications on mental health and eating disorders.
- Focused on analysis of affordances in My Fitness Pal to encourage designers to use the research findings to guide future UI implementation decisions

User Experience Design Intern / The Coca-Cola Company

Sept 2018 - Feb 2019

- Served on the enterprise architecture team and contributed to two internally facing projects built using salesforce community cloud.
- Created sketches, wireframes, and prototypes that align with the business's long term digital strategy.
- Engaged in discussions with key stakeholders to determine business and functional requirements

Projects

Shugl - Shoe Shopping Search Engine / CS 3750

May 2017 - Aug 2017

- Created a search engine UI for shoe shopping that consolidated inventory from various vendors.
- Determined user requirements using in-store observation, hierarchical task analysis, and surveys.
- Created an interactive prototype of an iOS application in Invision and evaluated usability through benchmark studies.

Buzzcard Installation System / MGT 4052

Aug 2017 - Dec 2017

- Redesigned the system in place for requesting installation of buzzcard readers in campus buildings.
- Interviewed key stakeholders and performed task analysis to identify main pain points and bottlenecks in existing process.
- Followed a user-centered design process to create a prototype in ServiceNow.