

anusha narayan

human-centred design engineer

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profile

Third year design engineering student at Imperial College London with a particular interest in human-centred and UX design. Carried out multiple projects, both individually and in teams, working to solve problems affecting particular segments of society. A diligent and enthusiastic team player, very experienced in working within tight time constraints.

education

Imperial College London – MEng Design Engineering

2020 – 2024

courses:

engineering mathematics, mechanics, electronics, human-centred & industrial design, FEA, data science, python, javascript, robotics, sustainable design

group projects:

the ambio brace – an ankle stabiliser for elderly users to avoid them twisting their ankles
the U Me – a two-way communication device for severely autistic, non-verbal children

The Henrietta Barnett School – A Levels

2013 – 2020

3 A* in Product Design, Mathematics and Further Mathematics, 1 A in History

experience

MathWorks – UX Design Intern

July 2022 – September 2022

I worked as a UX Design Intern at The MathWorks, working on the redesign of the MATLAB interface. This included designing new features for MATLAB Desktop, as well as extending accessibility support for MATLAB Online. I worked on both the Parallel Computing and Deep Learning Toolboxes, designing for external MATLAB customers, as well as internal development teams.

The Period Product Steriliser

July 2021 – September 2021

Individually, I worked on a project working to alleviate period poverty in developing countries. After conducting a user-centric process, I designed a steriliser which could clean period products, meaning that they could be reused, leading to a long-lasting, hygienic supply.

The Health Tracker App

July 2021 – September 2021

Many young adults saw a reduction in their physical fitness as a result of the Covid-19 lockdowns. After speaking to them, I decided to design a health tracker app with which young adults were able to keep track of their meals and exercise habits. It was developed using C# and XAML.

skills

design skills

interview design
usability testing
personas
journey mapping
design ideation
ergonomics

design communication

adobe creative suite
figma
presentation design
video editing

technical skills

mechanics
electronics
fea
robotics
data science
python
javascript
c++