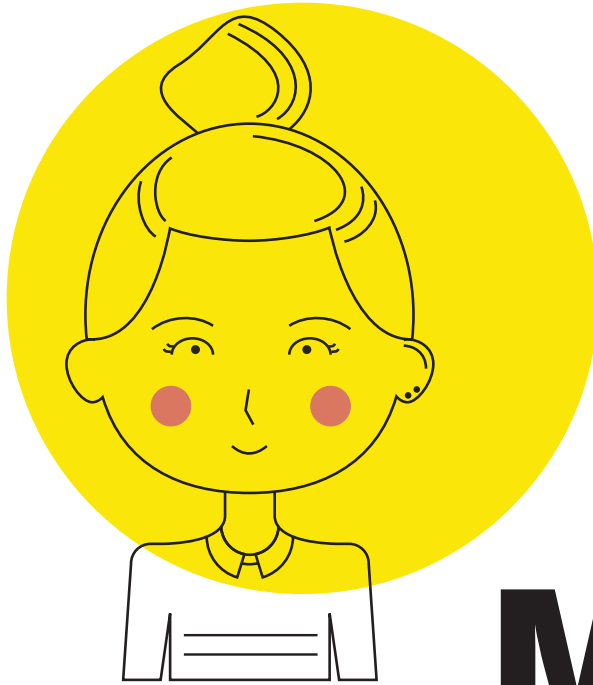


# DEAR PROFESSOR PAULOS

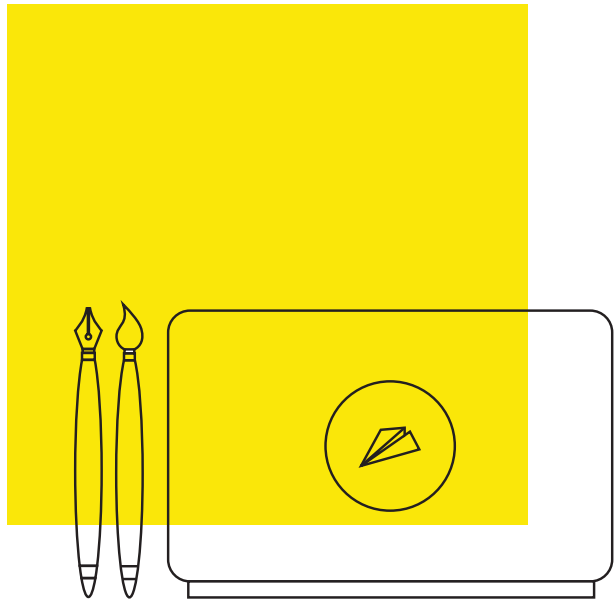
& THE CRITICAL MAKING STAFF



# MY NAME IS ANGIRA

I'M PASSIONATE ABOUT CREATING

and I have been for as long as I can remember. From fine art, to digital interfaces, to mechanical robots built out of old clock parts, making things is my joy and my solace. My goal is to create interfaces that bring happiness as well as useful functionality to people's lives. I think technology and design can bring a little magic back to the every day.



# I WANT TO MAKE THINGS

AND BY THINGS I MEAN REALLY COOL,  
USEFUL PRODUCTS

As a CS major, my design skills are mostly self-taught and the result of my own motivation to learn and improve. Since coming to Berkeley, I've been an active member of Innovative Design, and received my "design education" from the people I met there. Since Spring 2013, I've been an officer for the club. I've lead teams of beginner to intermediate designers, organized education and outreach events for the Cal campus community, and taught InnoD's Intro to Photoshop & Illustrator DeCal to a class of 30 students.

# CRITICAL MAKING

## WOULD GIVE ME THE CHANCE TO BE PART OF THE MAGIC

I was first introduced to the maker community during my summer 2015 internship at Shapeways, the New York based 3D printing manufacturer & marketplace. I fell in love instantaneously. My interests have always been diverse (I'm a computer science student, but in my spare time I like to listen to history and classic literature on audiobook), and the maker space is one where I finally felt at home. There art, engineering, and the human experience are truly coming together. There, I can feel that sense of childlike wonder I crave as a designer being re-awakened. I want to take Critical Making so that I can take my designs off the screen and into the real world, and participate in one of the greatest community movements on earth.





# MY RESUME

## PROFESSIONAL EXPERIENCE

### **Future Product Design Intern, Etsy (Summer 2016)**

Will be designing features and tools on the Seller Experience team at Etsy, the online handmade marketplace. Will be participating in user research, rapid iteration, and design critiques.

### **UI Intern, Shapeways (Summer 2015)**

Designed and built features in the checkout/purchase experience at the New York based 3D Printing service and marketplace, participated in front-end architectural refactor projects and contributed to tech documentation.

### **Communication Designer, WONDER (Spring 2015)**

Designed branding and marketing materials for a London based non-profit organization during my semester abroad.

## TEACHING & LEADERSHIP

### **Officer, Innovative Design (Spring 2013 - Present)**

Mentored and managed a team of beginner to intermediate graphic designers on various pro-bono marketing and branding projects. Organized campus events and workshops centered on design education and technology for social change.

### **Instructor, Intro to Photoshop & Illustrator (Fall 2015 - Present)**

Currently designing curriculum and teaching an introductory course on the Adobe Creative Suite to students at UC Berkeley

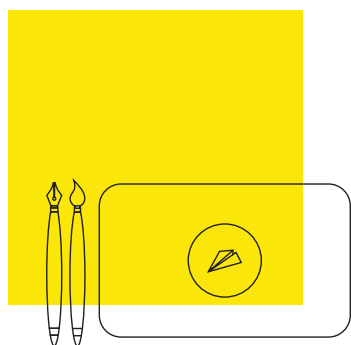
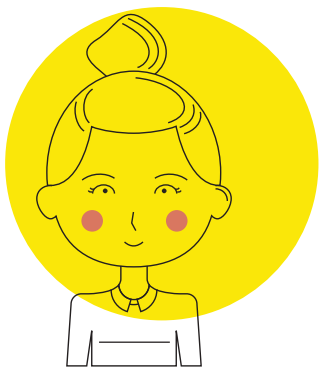
## SKILLS & TOOLS

### **Design**

UI/UX, wireframes, typography, digital illustration., user research & usability testing methods, Adobe Illustrator, Photoshop & InDesign, Sketch, FramerJS

### **Programming**

Python, Java, C, PHP, HTML, SASS/CSS, Javascript, Android, Git, Arduino &



# THANKS FOR READING

& CONSIDERING MY APPLICATION

## **Portfolio & Contact Info**

[ashirahattia@berkeley.edu](mailto:ashirahattia@berkeley.edu)

[ashirahatti.com](http://ashirahatti.com)

[behance.net/ashirahattia](https://behance.net/ashirahattia)

[dribbble.com/ashirahattia](https://dribbble.com/ashirahattia)