



AUBONI PODDAR

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portfolio website: aubonipoddar.github.io

EDUCATION

University of California, Davis, Davis, CA

BA Design, Computer Science Minor

September 2017- March 2021 (3.6 yrs)

2019 Spring Qtr. - Winter Qtr. Dean's Honors List

2018 Winter Qtr. Dean's Honors List

SKILLS

Prototyping Wireframing Motion Design

Sketching Branding Visual Design

TOOLS

Illustrator XD Sketch

Photoshop Invision Figma

InDesign After Effects

LANGUAGES

HTML/CSS C++ Javascript

React C Python

RELEVANT COURSES

Obj Oriented Prog. (C/C++) Intro to Prog. (Python)

Prog. & Prob Solving (C) Data Structures (C++)

Discrete Math for CS Data Structures & Algorithms

Interactive Media I (HTML/CSS) Interactive Media II (Javascript)

Web Prog. (React/Node) UI/UX Design

Prototyping Graphics & the Computer

Letterforms and Type Form and Color

IDEO: Designing for Change Human Computer Interaction

HOBBIES

Visual Arts

Art Experience (9 years) in multiple mediums including Acrylic, Watercolor, Pastel, and Ink.

Fine Arts

American Fine Arts Festival Golden Voices Competition, 2nd place winner.

Prize: Performed in a Carnegie Hall Recital, New York (June 2016).

EXPERIENCE

Product Designer

Dec 2021 - Present

Sikka Software Corporation [Link →](#)

Developed high fidelity wireframes on Figma for the second and third beta version of Optimizer Galaxy, a cloud based software that optimizes business for healthcare providers
Collaborated frequently with the engineering and developer team to build the product
Participated in client meetings and improved the UI accordingly with customer feedback
Designed new features independently and led the third beta version as the sole designer on the team

Graphics & Product Design Intern

Sep 2021 - Dec 2021

Sikka Software Corporation

UX Product Design Intern

Jun 2021 - Sep 2021

Forth [Link →](#)

Strategized UX flows to establish the functionality and direction of the mobile app.
Conducted UI research and developed design elements.

Developed high fidelity wireframes and clickable prototypes on Figma.
Conducted user interviews and usability testing.

Director of Design

2020-2021

Davis Women in Computer Science [Link →](#)

Advanced organization branding through new website design. Illustrated graphic elements and developed wireframes for the web developer.
Created graphics and social media content for marketing club events.

Board Member on Marketing & Design Team

2019-2021

Davis Women in Business [Link →](#)

Developed campaigns for recruitment season and events such as the annual OWN IT Summit at UC Davis to promote female empowerment and leadership in the business industry. Designed several covers for main events.

Created weekly media such as videos, graphics, and social media content for the club.

PROJECTS

Hulu Redesign [Link →](#)

Redesigned Hulu's Browser interface with a focus on increasing engagement and discovery for users. Conducted user research and developed high fidelity mockups.

Tools Used: XD, Photoshop, After Effects

CartShare [Link →](#)

Developed a grocery service app concept that connects users in similar areas to promote collaboration on grocery tasks during the pandemic. Created high fidelity wireframes and clickable prototypes.

Tools Used: InVision, XD, Photoshop

Pinterest Redesign [Link →](#)

Redesigned Pinterest's mobile app. Developed user flows, high fidelity wireframes, and clickable prototypes.

Tools Used: XD, Photoshop