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