

BHAWNA AGARWAL

(pronounces name bhaav-naa)



bhawna2109.github.io
bhawna@umich.edu
734.882.1100

GOAL

Create simple, intuitive, humane, engaging, and usable experiences for technology products

EDUCATION

Fall 2019 - Fall 2020

University of Michigan, Ann Arbor

Master of Science in Information

2015

Indian Institute of Technology

Guwahati

Bachelor of Design with a Minor in Computer Science and Engineering

SKILLS AND STRENGTHS

Contextual Inquiry

Interview protocol design

User interviews, Affinity analysis

Sketching

Storytelling

Persona/Scenario building

Storymapping

Wireframing

Prototyping

Visual Design

Usability testing

UX writing

Grasp technical concepts quickly

Go deep into the problem

TOOLS

Figma, Sketch, Principle, Invision, Adobe Creative Suite, PowerBI, Python, HTML, CSS, Javascript, jQuery

EXPERIENCE

April 2018 - July 2019

Microsoft / UX Designer

- Product strategy and design for Microsoft's Azure Backup product
- Collaborated with 10+ product managers over multiple projects to deliver experiences for the existing Azure Backup service
- Owned the design and delivered end to end experiences for Backup Center - a new platform in Azure to manage all Backup related activities - based on new Azure design system, in close collaboration with Azure UX team (across India and US)

June 2016 - December 2017

Postman: API Development Environment / UX Designer

- Reported directly to the CEO and wore multiple hats as part of a small, tight-knit team spanning across two continents
- Conceptualised and shipped several key experiences for the app, most notable being the new 'Data Editor' - the core component used to manipulate data in Postman
- Actively engaged in customer support through github, twitter, zendesk and blog
- Documented and presented design decisions as part of weekly demo days
- Wrote UX copy and blog posts

Summer 2014

HCII, Carnegie Mellon University / UX Design Intern

- Worked on supporting synthesis of diverse information sources through crowdsourced outlines
- Performed literature reviews, created mocks and designed experiments on Amazon Mechanical Turk

Summer 2013

Robert Bosch Engineering and Business Solutions / UX Design Intern

- Delivered high fidelity screens for BODAS-Visual DC Configurator
- Worked on design iterations based on findings of the user testing

PUBLICATIONS

Sketch-Play-Learn: An Augmented Paper Based Environment for Learning the Concepts of Optics | ACM Conference on Creativity and Cognition, Glasgow, 2015

Tangibot: Augmenting food printing experience of kids using smart blocks. Australian Computer-Human Interaction Conference, 2014 (presentation)

CaptuRing: A Tangible Imaging Tool for Brainstorming | ACM India HCI, 2014