BHAWNA
AGARWAL

(pronounces name bhaav-naa)

Design
Technology
Beauty

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GOAL

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

EDUCATION

May 2021 (expected)

University of Michigan, Ann Arbor
Master of Science in Information (Human Computer Interaction)

2015

Indian Institute of Technology Guwahati
Bachelor of Design with a Minor in Computer Science and Engineering

SKILLS AND STRENGTHS

Contexual Inquiry
Interview protocol design
User interviews, Affinity analysis
Sketching
Storytelling
Information Visualization
Persona/Scenario building
Storymapping
Wireframing
Prototyping
Visual Design
Usability testing
UX writing
Front end development

TOOLS

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

EXPERIENCE

April 2018 - July 2019

Microsoft / UX Designer / Full time
· 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 / Full time
· 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