Chaitanya Prashant

Product Designer

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858-568-0344

Education

University of California, San Diego

B.S Computer Science, minor in Design / June 2020

Coursework

Interaction design, Social computing,
Interaction design startup, Advanced data structures,
Algorithms, Programming languages,
Recommender systems, Design of everyday things,
Entreprenurship

Skills

Design

Interaction design, Visual design, Product thinking,
Needfinding, Wireframing, Prototyping,
User testing, Figma, Sketch, Adobe CC, Framer,
Origami Studio, Principle

Engineering

JavaScript, HTML/CSS, SASS, jQuery,
ReactJS, AngularJS, Java, OCaml, C, C++,
Python, Git

Leadership

Design at UCSD / Professional Development Chair

September 2018 - Present, San Diego, CA

Serving as professional development chair for Design at
UCSD, a pre-professional club for aspiring designers, hosting
workshops and liasoning with industry partners such as Intuit
and ServiceNow to help students ease into the industry.

Interests

Virtual reality, Gaming, Chelsea F.C, Electronic music,
Game of Thrones, Entrepreneurship, Civic engagement,
Chinese food

Experience

PagerDuty / UX Design Intern

June 2018 - August 2018, San Francisco, CA

Designed new team heirarchy feature, reducing
friction for viewing and managing team based user
and object data on the enterprise product, in collaboration
with a PM, designer, and two engineers in an agile
environment. Also worked on a proof of concept internal
tool for curating product insights and learnings into a central
hub of information.

Learning Equality / UX Design Intern

September 2017 - December 2017, San Diego, CA

Designed and implemented dashboard for Coach
and instructor reports on the Kolibri platform. Performed
remote user research on various user groups in Africa and
South America to uncover needs. Communicated end to
end user flows with the team.

General Electric / Front end engineering intern

July 2017 - September 2017, Bengaluru, India

Conducted user research along with systems
specialist to identify current pain points in the existing
UI's of both the SVCT and Revolution product lines.
Prototyped various interactions and user tested the
redesign of the Revolution product line to meet user
needs.

Selected Projects

Taskboard / Interaction Design
Designed a personal productivity app focused on an
alternative way of viewing and visualizing tasks. I
designed the app to be minimal, surfacing relevant
information to help users prioritize their tasks.

Taskboard / Interaction Design
Designed a personal productivity app focused on an
alternative way of viewing and visualizing tasks. Inspired
by the agile methodology and Kanban, I designed the app
to be minimal, surfacing relevant information to help users
prioritize their tasks.