Chaitanya Prashant

Product Designer

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Education

University of California, San Diego
B.S Computer Science and Cognitive
science, minor in Design / December 2020

Interaction design, Social computing,
Interaction design startup, Advanced data structures,
Programming languages, Entreprenurship

Skills

Design

Interaction design, Visual design, Product thinking,
Needfinding, Wireframing, Prototyping,
User testing, Figma, Sketch, Adobe CC, Framer X + classic

Engineering

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

Leadership

Design at UCSD / Professional Development Chair

September 2018 - January 2019, San Diego, CA

Served 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.

UCSD Social Computing (COGS 123) / Undergraduate TA

September 2018 - January 2019, San Diego, CA

Undergraduate TA for social computing, a class taught by
Professor Steven Dow. Responsibilities include facilitating
discussion of social computing concepts, grading student work
and providing guidance on class projects.

Projects

Releaf / Front end development
Designed and developed a progressive web application
for community members wanting to give back through
donations and volunteer time.

Venmo redesign / UX Design; Product Thinking
Redesigned Venmo to be more efficient in terms of
transactions. Conceptualized a potential recurring
payments feature after user research and explored how
that fit within Venmo's current ecosystem.

Experience

Wizehire / Product Design Intern

June 2019 - September 2019, San Francisco, CA

Redesigned the e-mail template experience to save
admins time and create persistent e-mail templates for
hiring purposes.
Designed a new referral experience within the product to
increase number of new user signups.
Worked on design system for the next iteration of the
Wizehire product (UI Audit, Figma library, React)

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.

UCSD Protolab / Undergraduate researcher

September 2018 - Present, San Diego, CA

Contributing to efforts for the D4SD civic design
challenge, conducting design research and interaction
design for the web platform.

Researching better ways to give and recieve open source
feedback under the supervision of Professor Steven Dow.

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..

Awards and Accolades

Kleiner Perkins Design Fellows - Named a finalist from a
pool of 3000 applicants