

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,
Entrepreneurship

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 liaising 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 hierarchy 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.

Focus Imaging / Design and Front end development

Freelance web strategy for client, where I redesigned and developed a responsive, converting website for Focus Imaging. Resulted in a 150% increase in bookings through online channels within the first two weeks of launch, leading to newer clientele and better retention.