

# GAUTHAM SAJITH

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design technologist

## education

### Carnegie Mellon University

Master of Human-Computer Interaction | *Class of 2020*

School of Computer Science

### University of Michigan

Bachelor of Computer Science | *Class of 2014*

College of Engineering, Magna Cum Laude

## experience

### Google

Material Design, SWE (Android) | *April 2017 - Aug 2019*

Delivered beautiful, accessible Android components for Material Design by working closely with designers and user researchers.

Collaborated with first-party teams (Maps, Gmail, Drive, etc.) and third-party teams to bring Material Design to the world.

### Ally

Google Area120 Startup, SWE (Web) | *Sept - Dec 2018*

Built the frontend for an equity crowdfunding and mentorship platform for startups in emerging markets such as Africa.

Utilized design thinking processes and rapid prototyping to quickly implement changes and test product-market fit.

### Google

Home Services, SWE (Android) | *July 2015 - April 2017*

Launched Android application which enables home service providers respond to incoming service requests efficiently.

Designed and implemented logging infrastructure for Android, iOS, and Web teams to track user interactions on our platform.


### Homejoy

YC Startup, SWE (Web) | *Feb - July 2015*

Developed full-stack web application focusing on internal tools and customer retention, using Javascript, Python, SQL.

Conducted experiments to improve customer retention, such as emotional appeals during cancellation and price modifications.

## contact

 gsajith (at) cs.cmu.edu

 gsajith.com

 github.com/gsjith

## skills

Full-stack web

Full-stack Android

UX design

Prototyping

User research

## dev tools

Java

Javascript

Python

React

Kotlin

Node.js

HTML & CSS

## design tools

Figma

Principle

Photoshop

## honors

**Android Developer**

**Summit 2018 Speaker**

Presented the Material Design library to 300+ live attendees and tens of thousands more online.

**Facebook Camp**

**Hack-a-thona 2014**

Won Facebook's largest internal hackathon with a matchmaking app for small social gatherings.