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EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA
CHAMPAIGN

BS in Computer Science (May 2018)

GPA - 3.4 (Dean’s List)

Emphasis in Sociability and HCI

ONLINE COURSES AND MOOCs

Coursera

Interaction Design Specialization (UCSD)

Graphic Design Specialization (CalArts)

SKILLS

SPECIALTIES

Mobile Interface Design | Website Design

Prototyping | Wireframe | User Research

Information Architecture | Wearable UX

TOOLS

Sketch | Illustrator | Photoshop

After Effects | InDesign | Axure RP | Framer.js

Omnigraffle

DEVELOPMENT

iOS | HTML5 | CSS3 | JavaScript | CocoaScript

Bootstrap | C++ | MySQL | Java

INVOLVEMENT

STUDENT STARTUP MADNESS TOP 32
& ILLINOIS STARTUP BOOTCAMP

Selected for Binge

ACM REFLECTIONS | PROJECTS
FAIR 2016

Organizer - Design Team

FOUNDERS ORGANIZATION
ILLINOIS ENTREPRENEURS

Organized Startup Career Fair in Spring 2015

JAAGOTEENS

Conducted workshops across offices and schools to spread Cyber Safety Awareness

PROJECT ENABLE

Helped over 2500 and counting underprivileged students get premier education in India

ISHAAN KANSAL

PRODUCT DESIGNER

EXPERIENCE

FACEBOOK

PRODUCT DESIGN INTERN

Summer 2017

New York City, NY

- » Designed a feature to improve collaboration between designers and engineers by automatically generating motion specs of Origami prototypes.
- » Designed a NUX to acquire and educate new users about the product and its value prop.
- » Conducted user research to understand user workflows, define project scope, and create execution plan.
- » Tested proof of concept constantly to get feedback and improve usability.

PINTEREST

PRODUCT DESIGN INTERN

Summer 2016

San Francisco, CA

- » Launched a content creation flow to allow users to save more content easily. The flow led to a consistent 10% increase in content created daily across all platforms.
- » Redesigned and prototyped core product features to increase usability and comprehension.
- » Developed an internal Sketch Plugin that increased team productivity.
- » Participated in user research sessions with advertisers and daily users to evaluate their needs and design a better product.

JOHN DEERE

UI/UX DESIGN INTERN

Spring 2016

Champaign, IL

- » Took broad, conceptual ideas through low/medium-fidelity iterations, and turning them into high-fidelity prototypes for cross-platform.
- » Defined the workflow and main features of the app with UX team.
- » Participated in meetings with stakeholders and vendors, evaluating business needs and the content of digital products for millions of farmers.

RECONSTRUCT, INC

PRODUCT DESIGN INTERN

Fall 2015

Champaign, IL

- » Designed a cloud application for construction site workers and managers to track development progress and keep the projects on track.
- » Responsible for the design of the Administrative Dashboard and File/Asset Manager, from the conceptual stage to iterative high fidelity designs.

SELECTED PROJECTS

BINGE

Designing a news curator application that provides users with tailored news and perspectives on current and past events. Conducted market research to establish use cases and user personas.

HOMEFINDR

Designed and developed a web application aimed towards redefining the experience of renting an apartment in major cities across the US by providing users with more information regarding Affordability, Crime Rates, Schooling and Nightlife per zip code.

IRIS

Building a product that allows users who don’t own a smartphone or live in areas with zero or limited internet connectivity to be able to perform operations like Search, Weather checks, etc. using a simple text message.