

WORK EXPERIENCE



PRODUCT DESIGNER | Domino Data Lab

Jun 2020 – Present | 1 yr

- Leading the User Experience and Information Architecture of ‘Data Access’ workflows for Domino’s Enterprise Data Science platform.
- My responsibilities involve researching competitive products, understanding users’ data access requirements and workflow through user interviews, leading brainstorming workshops to synthesize user needs/goals and define the solution space. Once a solution is scoped out, I create click-through prototypes and mock-ups and handle the entire handoff process to engineering.



PRODUCT DESIGNER | Rollbar

Oct 2017 – Jun 2020 | 2 yrs 9 mos

- I led the User experience redesign of Rollbar’s core features – Monitor, Triage, and Debug errors, with 40% adoption rate under beta launch in 2020.
- I Identified existing pain points in the product and opportunities for new workflows to put together a proposal for product roadmap, substantiated by user research and initial design concepts.
- I assisted the growth team to conduct generative research and run experiments on the onboarding and purchasing experiences for Rollbar’s error monitoring & analytics service.
- I also led company-wide initiatives to set up the design process and tools. Conducted regular design workshops with team members to encourage a collaborative product development process.



PRODUCT DESIGN INTERN | University of Michigan

May 2016 – Oct 2017 | 1 yrs 6 mos

- I led the redesign of ECoach, a \$1.9 million NSF funded online personalized training tool for students to improve their academic performance. Since launching the redesign in 2017, ECoach has helped over 25,000 students at the University of Michigan and expanded to UC Santa Barbara.



SOFTWARE ENGINEER | Microsoft

Jul 2013 – Jul 2015 | 2 yrs

- I helped design and build an Advanced code search experience for Azure DevOps – Git version control service. I primarily owned the ‘Parser’ backend service and also assisted product research.

EDUCATION

UNIVERSITY OF MICHIGAN, ANN ARBOR

MS in Information

Human-Computer Interaction – MSI, 2017

UNIVERSITY OF PUNE, INDIA

Bachelor of Engineering

Computer Science – BE, 2013

SKILLS

PRODUCT DESIGN

Mock-ups

Wireframes

Icons & Illustrations

Interactive Prototypes

Heuristic Evaluation

Usability Testing

TOOLS & CODING

Sketch

Illustrator

Figma

InVision/UxPin

d3.js

HTML/CSS