

Education

University of Michigan • School of Information • Ann Arbor, MI • Apr '19
Master of Science in Information - UX Research and Design

PES Institute of Technology • Bangalore, India • Apr '14
Bachelor of Engineering in Telecommunication

Experience

UX Designer • Cancer Research Informatics Center • Ann Arbor, MI • Nov '17
Conducted **contextual inquiry** at the facility to address usability issues.
Redesigned wireframes in **sketch** & conducted **high-fi prototype testing**.

Product Manager & UI Developer Via.com • Bangalore • Aug '16 - Mar '17
Developed internal tools in **React.js** independently to assist translation process.
Assisted in wireframes in **Illustrator** using user research reports.
Planned design, dev team and management.

UI Developer • SapientRazorfish • Bangalore, India • Aug '14 - Aug '16
Implemented Adobe analytics tools & developed web pages using **jQuery**, **SCSS**.

Projects

WASD: Indoor Navigation App • Interaction Design • Fall '17
Rethink navigation in context of the multistory building. Empathized with a user in accordance with **Design Thinking** to understand the expectations from an indoor navigation system. Developed **sketches**, **storyboards** and **prototypes** using **Illustrator**, **Sketch** to **test** the design with users.

AthleteJuvo: Gamification for Athlete Rehab • Research, Interaction Design • Fall '17
Athletes lose touch with their social lives when they get injured. AthleteJuvo is a solution to assist them emotionally during their recovery.
Major pain points were identified from the **literature review**.
Surveys and **interviews** with athletes and physicians were conducted to assimilate concerns and build an **affinity wall** and identify concerns.
A prototype was created using **Sketch** and tested with users.

Water Connection Transition in Ann Arbor • Contextual Inquiry • Fall '17
Inefficient communication between the homeowners, tenants and the city water department leads to a loss in efficiency and unnecessary fines. We developed **interview protocol**, **interviewed** stakeholders, **annotated interview notes**, identified concerns from **affinity wall** and proposed recommendations.

UX Research & Design

Interviewing, Contextual Inquiry
Storyboarding, Wireframing, Affinity mapping, Low & High Fidelity Prototyping, Interaction Design
Usability testing, Visual Design

Design Tools

Illustrator, Photoshop, CorelDraw
Sketch, Figma, InVision, Marvellapp, Framer

Programming

HTML, CSS, JavaScript, jQuery, ReactJS, D3.js, NodeJS, Gulp, SCSS, Foundation, Git, Python, C++, C, Processing (Arduino)

Relevant Courses

Contextual Inquiry
Interaction Design
Graphic Design
Fundamentals of Human Behavior
Needs assessment and usability
Social Computing Systems
Integrated Product Development
Advanced Python (waived)

Leadership & Volunteering

Cofounder, Papyrus, PESIT
Founded the college newsletter

Head of Design, AT '13, PESIT
Graphic designer for the college fest

Party Planning Committee, Sapient
Organized birthdays, trips and weekly fun activities.