

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

Relevant Experience

UX Researcher & Designer • GALE Cengage • Farmington Hills, MI • June - July '18
Conducted research and designed collaboration and editing feature for DSLAB.
Coordinated extensively with Product Managers, Developers and Sr UX Designers
Developed **High Fidelity Prototype** using **Axure & Figma** for **usability tests**.
Participated in a **Design Sprint** to make a resume builder for novice users.

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 making wireframes in **Illustrator** using user research reports.

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

Projects

Cal: Scheduler for the Elderly • Product Development • Fall '17
Tasked with developing a product for the elderly, effective research methods were utilized to develop **emathy** and explore the problem space.
Low & High fidelity mockups helped validate the concepts for **usefulness and manufacturing viability**.
Prototype was **programmed and built** for a mock trade show.

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.

UX Research & Design

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

Design Tools

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

Programming

HTML, CSS, JavaScript, Angular,
ReactJS, Ionic, 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

Student Instructor, SI 669
Assist in designing syllabus, course
material for a course in ionic app
development.

Volunteer, ASB '18, Ft. Myers, FL
Pro bono research for public works
department.

Multiple events & publication, PESIT
Lead the design & strategy