

Education

M.S in Human Systems Engineering

Arizona State University, Tempe, Arizona

Graduated: May 2019

GPA: 4.0

Relevant courses: UI/UX Consulting, Human-Automation Interaction, Sensation and Perception, Data Analytics, Product Design

B.E in Computer Science

New Horizon College of Engineering, Bangalore, India

Graduated: May 2015

GPA: 3.7

Experience

Luminosity Lab, ASU | UX Designer

Mar 2018 - Present | Tempe, Arizona

SCM(Ongoing) - A game to educate people in supply chain management skills in developing countries.

- Gamifying and designing wireframes for 3 technical supply chain concepts.
- Conducting and organising iterative usability testing sessions.
- Designing reward system, games and level structure, storyline and difficulty management of the game.

• Collaborating with a design team, professors, managers, writers and developers.

Ceryx(Ongoing) - Improving storage and interaction with medical records in clinics.

- Conducting user interviews with medical scribes and assistants to understand current systems and pain points.
- Built customer journeys to analyse current systems and find places for improvement.
- Leading and mentoring a design team of 2, and communicating with developers, managers and users.
- Conducting brainstorming sessions with designers, users, and subject matter experts.

SolarSPELL, ASU | UX Design Intern

Jun 2018 - Jul 2018 | Tempe, Arizona

Digital Library Management System - A platform to upload, approve and organise files for digital libraries.

- Studied existing manual process of managing files and conducting task analysis in order to produce a seamless digital process.
- Created mockups for automation of process with pixel specifications for development.

ThoughtWorks | Application Developer

Aug 2015 - Jul 2017 | Bangalore, India

Operational Insights - A web application for analysis and visualisation of operational data of ThoughtWorks for the leadership team.

- Took part in User Interviews for upcoming features to foster a user-centered approach.
- Collaborated with team's Lead UX and developers to verify feasibility of prototypes.

Skills and Tools

User Interviews, Wireframing, Prototyping, Interaction Design, Usability Testing, Persona, Heuristic Evaluation, Customer Journey Maps, HTML/CSS, Javascript

Sketch, InVision, Axure, Flinto, Figma, Adobe XD