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EDUCATION

University of Washington, iSchool

June 2024

Bachelor of Science: Informatics

• Concentration: Human Computer Interaction, Software Development

SKILLS AND ABILITIES

- Interaction Design: UX Design, UX Research/Testing, Figma, Balsamiq
- Programming Experience & Technologies: Java, R, HTML, CSS, JavaScript, React, SQL, Git Version Control
- Data Visualization: Tableau, Microsoft Power BI, D3.js
- Other: Microsoft Office, Adobe Photoshop, Illustrator, Agile Methodology, AzureDevOps

EXPERIENCES

Product Designer November 2022 - Present

Design for America UW ~ Seattle, WA

- Researching and developing a solution for a 7-month project alongside 6 team members to provide a support system for low-income pregnant individuals and help guide them through pregnancy
- Designed survey for target user audience and currently completing user research by planning and designing user interview framework

Undergraduate Research Assistant 🔗

April 2022 - Present

UW HINTS Lab ~ Seattle, WA

- Redesigning and managing the Human Interaction with Nature and Technological Systems Lab website
- Working with Dr. Peter Kahn to investigate human wellbeing and dissociation tendencies as a result of interactions with different forms of technology
- Examining current literature and presenting key findings to lab director and group about design psychology and software architecture research

Education Technology Intern 🔗

June 2022 - December 2022

Foundry10 ~ Seattle, WA

- Tested up-and-coming educational VR softwares to analyze their efficacy and usefulness in a classroom environment and published reviews on company website for educators to reference
- Designed and implemented an interactive map web plugin with Figma and Tableau that visualizes educational VR immersive experiences in Seattle as a resource for local educators to introduce VR to students

Student Intern May 2019 - October 2020

Stanford University Solutions Science Lab ~ Palo Alto, CA

- Worked on an energy efficiency project and designed workshops that help local families reduce their energy footprint through data visualization, and specially designed habit-changing mechanisms
- Used Tableau to help workshop participants create data visualizations of their home energy usage
- Designed and produced videos, wrote course curriculum, and assisted in teaching workshops based on the curriculum

RELEVANT COURSEWORK

- Introduction to Computer Programming/Computer Programming II (Java)
- Informatics Research/Design Methods
- Foundations of Data Programming (R)
- Design Methods: UX Design, Research, Product Design
- Client-Side Development
- Database Management and Data Modeling