

## EXPERIENCE

### CANDID.ORG

UX/UI Designer and Front-End Developer

New York, NY

Jan 2020 - Present

- Led end-to-end design process for web template platform which significantly **reduced the styling code by 65%** and **reduced templating time from 1 hour to 15 minutes** with the implementation of design system and improved UI design.
- Conducted and participated in **10 user interviews**, identifying pain points such as user onboarding process and payment checkout experience by developing design solutions with improved user flow and increasing the **user conversion ratio by 50%**.
- Collaborated and communicated 15 design ideas with specific prototype's features to VPs of Product and Technology, Director of Product, Design Team, and 7 in-house and consultant software engineers.
- **Successfully launched 5 rebranding products** as a design lead by parallelly working on multiple projects, delegating design tasks to project team members, conducting code reviews and participating in sprint meetings with tools like Jira, Adobe XD, Invision, Miro, and React.

### COREWEAVE - ATLANTIC CRYPTO CORPORATION

UI Developer

Springfield, NJ

Nov 2019 - Jan 2020

- Led the design and development of a 3D rendering platform site.
- Introduced visual design to demonstrate how the product empowers the creators and artists and created graphics for social media presence.

### PARSONS SCHOOL OF DESIGN

Graduate Research and Teaching Assistant, Motion Capture Trainer

New York, NY

Sep 2017 - May 2019

- Taught a bootcamp course with 3 other TAs that included front-end development, digital product design, and design thinking and principles to incoming graduate students in the Design and Technology program.
- Collaborated with two instructors and answered 30 students' questions from Parsons and Tongji University in China for an interactive digital media course.
- Trained 200+ students and teachers to calibrate and track seamless motion from the OptiTrack Motion Capture system.

### FUSEMACHINES

UX/UI Designer and Developer

Kathmandu, Nepal

May 2014 - Jun 2017

- Led the development of websites from concept to launch, created design templates for wireframes, rapid prototyping for faster decision making while maintaining the branding guideline.
- Communicated with clients from tech and education to establish project scope, interaction guidelines, and project timelines as a point person.

## ACHIEVEMENTS

### NYC MEDIA LAB, VERIZON AND YAHOO SPORTS

Sports/Media/Tech Startup Bootcamp

New York, NY

Jun 2018 - Aug 2018

- Pitched a product concept in the 5G technology in sports domain and received \$5000 grant for design research on customer discovery and market validation where our two-member team was chosen as top 4 of 60 teams.
- Conducted 80+ in-person interviews and consulted with industry professionals and CEOs to create an interactive prototype.
- Demoed the product which garnered interests from the investors and VP at the demo day.

## EDUCATION

### PARSONS SCHOOL OF DESIGN

MFA in Design and Technology

New York, NY

Graduated in 2019

- Features coursework: Design for this Century, Narrative and Dynamic Systems, Virtual Reality, Machine Learning, Creativity and Computation
- Dean's Merit Scholarship – University Scholarship

## SKILLS AND PROGRAMS

UX/UI design, Interaction design, Userflow diagram, Information hierarchy, Design system, Prototyping, Usability testing, Visual design  
HTML, CSS, Javascript, Sass, GSAP, TweenMax, WebGL, Three.js, React, Adobe XD, Illustrator, After Effects, Invision, Figma, Unity