

MANISH VARRIER

manishvarrier@gmail.com | [LinkedIn](#) | [Portfolio](#) | [Github](#)

EDUCATION

University of Washington

M.S. in Human-Centered Design & Engineering

September 2025 - June 2027

Vellore Institute of Technology

B.Tech, Computer Science & Engineering with a Specialization in Information Security

September 2020 - May 2024

WORK EXPERIENCE

Product Manager / UX Designer & Researcher

Correlate AS

August 2023 - August 2025

- Managed over five cross-functional projects from inception to completion; facilitated effective communication between design and development teams, which led to a 23% reduction in project delivery times
- Developed product strategy for Zenodo application integration; conducted technical requirements research, designed solutions for system limitations, and created a high-fidelity prototype; expanded system capabilities and improved data accessibility for users
- Streamlined AI design processes; improved existing workflows to allow users to perform operations more intuitively, resulting in a 36% increase in user satisfaction scores
- Conducted comprehensive testing on production and staging environments to verify developer fixes; reduced critical UX issues and enhanced overall system stability
- Performed extensive market research on language translation capabilities of GPT-3 and GPT-4 models; compared efficiencies to optimize system performance and inform product decisions
- Conducted comprehensive research on vectorization database implementation for AI operations; gathered requirements and provided technical specifications to developers, resulting in 61% reduction in token usage and enhanced system efficiency
- Mentored a UX intern; guided their daily tasks and provided insights to enhance their understanding and skills in user-centered design

Total Experience Intern

Correlate AS

May 2023 - August 2023

- Improved the onboarding process by creating and implementing user-friendly templates; reduced onboarding time by 41% and enhanced new user retention rates by 18%
- Conducted Total Addressable Market (TAM) calculations and assisted in developing a five-year business projection; supported strategic decision-making that projected potential revenue growth of \$2 million
- Identified and resolved over 30 UX bugs through comprehensive user testing; significantly enhanced overall user experience and increased app stability
- Optimized backend prompts through advanced prompt engineering; led to improved user interactions and reduced response times
- Addressed accessibility issues by ensuring proper color contrast in adherence to WCAG standards; increased accessibility compliance and made the application more inclusive
- Collaborated with the Chief Design Officer to design a task list item calendar; enhanced project management efficiency and increased task completion rates
- Redesigned the application's homepage using data-driven insights; improved visibility and scannability of cards, resulting in increased user engagement and click-through rates

PROJECTS & LEADERSHIP

President

Toastmasters International - Agua VIT

July 2022 - December 2022

- Oversaw club operations; ensured high-quality standards and member satisfaction through strategic initiatives
- Mentored new members; facilitated their development in public speaking and leadership skills, and fostered a supportive and growth-oriented environment
- Led monthly meetings and workshops; introduced innovative communication techniques that promoted active engagement and skill enhancement among members

HackHarvard

October 2022

Harvard University

- Developed Empath.ly, a video conferencing web application that provided analytics on emotions felt throughout meetings, integrating real-time emotion identification
- Led a team to create a system that analyzed the emotions of each user sixty times a second through their camera feed during video calls
- Implemented a comprehensive post-call dashboard; displayed emotional data and data-derived insights such as the most common emotions throughout the call, changes in emotions over time, and notable contrasts or sudden changes in emotion
- Applied HCI principles to enhance virtual communication; aimed to improve empathy and understanding in remote interactions by providing deeper insights into participants' emotional states

Keynote Speaker

January 2019

Learnit World Education Conference

- Presented a groundbreaking educational product designed to revolutionize learning for students with learning challenges; generated significant interest and support from educational professionals
- Collaborated with a multidisciplinary team to develop and showcase the product; emphasized its impact on accessibility and inclusive education
- Engaged stakeholders and industry experts; advocated for the adoption of innovative technologies in special education to improve learning outcomes.

ACHIEVEMENTS

First Place Overall Hack and Best Lifehack Hack

October 2022

Harvard University

Top 5 in the World – Transforming Education Through Technology

April 2019

Conrad Challenge

Keynote Speaker

January 2019

Learn-it World Education Conference

Selected Speaker

January 2019

BETT Conference, London

SKILLS

Technical:

HTML, CSS, Javascript, Figma, Adobe Photoshop, Adobe Illustrator, Python, C++, C, Java, API Integration, Data Analysis, Apollo CRM, Hubspot

Product:

Product Management, Product Strategy, User Research, A/B Testing, User-Centered Design, Customer Research, Market Analysis, Product Vision

Soft Skills:

Leadership, Public Speaking, Team Management, Critical Thinking, Stakeholder Management, Cross-functional Collaboration