MANISH VARRIER

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EDUCATION

Vellore Institute of Technology   *September 2020- May 2024*
B.Tech, Computer Science & Engineering with a Specialization in Information Security   *CGPA: 8.13*

PROFESSIONAL EXPERIENCE

Project Manager / Junior UX Designer & Researcher   *August 2023 - Present*
Correlate AS

- 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.
- Streamlined AI design processes; improved existing workflows to allow users to perform operations more intuitively, which resulted 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.
- Led the integration of the Zenodo application; conducted user requirement analysis, set up APIs, and created a high-fidelity prototype; expanded system capabilities and improved data accessibility for users.
- Performed extensive desk research on language translation capabilities of GPT-3 and GPT-4 models; compared efficiencies to optimize system performance.
- Reduced token usage by 61% for AI operations by implementing vectorization databases; enhanced system efficiency and lowered operational costs.
- Mentored a UX intern; guided their daily tasks and provided insights to enhance their understanding and skills in UX design.

Total Experience Intern   *May 2023 - August 2023*
Correlate AS

- 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; 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; improved visibility and scannability of cards, which resulted in increased user engagement and click-through rates.

User Experience Intern   *October 2022 - February 2023*
Stealth Startup

- Conducted comprehensive user research, segmentation, and surveys with over 200 participants to define the target audience and refine problem statements; directly influenced product development strategies.
- Developed innovative solutions based on data-driven insights; enhanced product effectiveness and aligned features with user needs.
- Utilized Google Ads for A/B testing; identified user preferences that optimized product features and increased engagement rates by 34%.
- Analyzed A/B testing results to inform design decisions; ensured a user-centric approach in product development and improved conversion rates by 17%.

UX Designer – Freelancer   *May 2022 - July 2022*
Al Madar Holding

- Designed and developed the user experience for Al Madar Holding's website; enhanced usability and increased client engagement.
- Collaborated closely with developers to ensure accurate translation of designs into functional code; resulted in a seamless user interface and reduced development time.
- Implemented SEO best practices; improved website discoverability and increased organic traffic, which attracted more potential clients.

LEADERSHIP & ACTIVITIES

President *July 2022 - December 2022*
Toastmasters International - Agua VIT
- 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.

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.

HONORS & AWARDS

First Place Overall Hack and Best Lifehack Hack *October 2022*
HackHarvard 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.

Top 5 in the World – Transforming Education Through Technology *April 2019*
Conrad Challenge
- Presented the project at NASA in Florida; showcased a pioneering solution aimed at transforming education through technology to an international audience.
- Selected as a keynote speaker at the Learn-it World Education Conference and as a speaker at BETT in London; shared insights on innovative educational technology.
- Collaborated with a dedicated team; focused on user-centered design to address educational challenges, emphasized technology's role in enhancing learning experiences.

SKILLS

Technical: Figma, Adobe Photoshop, Adobe Illustrator, HTML, CSS, C++, C, Python, Java
Soft skills: Product Management, Product Design, Leadership, Public Speaker, Team Management, Critical Thinking