Srujana Munamala
UX/UI Designer

User Experience Designer with a background in Psychology from Purdue University and trained in UX/UI at UC Berkeley.

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Education

UC Berkeley Extension
Certificate in UX/UI Design
2019-2020

Purdue University
Bachelor's Degree in Psychology
2015-2019

Skills

UX/UI

Usability testing
User Research
User Interface Design
Information Architecture
User Persona
Wireframes
Typography
Competitive Analysis
Heuristic Analaysis
Survey Design
User Flow
Qualitative Research
Quantitative Research

Tools

Adobe XD
Sketch
Invision
Microsoft Visual Studio Code
Figma
WebFlow
IBM SPSS
Qualtrics

Coding

HTML5
CSS3
JavaScript
Jquery
Bootstrap
Python
Linux
Java

Languages

English
Spanish
Telugu

Experience

Freelance User Experience/Interface Designer

Tingr   Feb 2020-April 2020

Tingr is an application dedicated to assisting parents of pre-schoolers in California.

Key Accomplishments:

- Interpreted user needs and requirements to help achieve business goals and created wireframes.
- Validated and defended design decisions with feedback from user testing.
- Redesigned the main website for promoting the application.

Undergraduate Research Assistant

Purdue University-Industrial Engineering   2018-2019 (1 year)

Worked with Dr. Brandon Pitts, specializing in human interaction with technology. Collaborated on a research project designing a mobile app for teenage drivers to improve abilities prior to testing.

Key Accomplishments:

- Designed an optimal user interface layout for the mobile application utilizing Adobe XD and Microsoft Word.
- Conducted literature reviews for articles related to teenage driving.
- Conducted user studies on the designs that were created and collected user data.

Undergraduate Research Assistant

Purdue University PACER Lab   2018-2019 (1 year)

Worked with Dr. Dan Foti, a clinical psychology professor at Pacer Lab who performed behavior-related studies. The research project studied the relationship between trauma and aggression.

Key Accomplishments:

- Recruited and scheduled participants for the study.
- Taught Junior Research Assistants lab protocols.
- Collected and cleaned data from participant studies; sent to graduate student for further analysis.

Projects

Calm On!

A fun, interactive game for kids (ages 6-11) to learn about emotional intelligence and mental health. Won second place in the UCSF Hackathon.

Role: UX/UI Designer
Tools Used: Figma, Invision

East Oakland Collective

Collaborated with two other designers to redesign the website for a non-profit organization.

Role: UX Researcher
Tools used: Sketch, Invision