

Srujana Munamala

UX/UI Designer

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

-  <https://www.dribbble.com/smunamala>
-  <https://www.linkedin.com/in/smunamala>
-  <https://smunamala.myportfolio.com/work>
-  smunamala@gmail.com
-  408-406-3338

Education

UC Berkeley Extension

Certificate in UX/UI Design
2019-2020

An intensive 24-week long boot camp dedicated to UX/UI. Skills learned consist of HTML5, CSS, JavaScript, Bootstrap, jQuery, User-Centric Design Research, Visual Prototyping, Wireframing, and User Interface Development.

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

Tools

Adobe XD
Sketch
Invision
Microsoft Visual Studio Code
Figma
WebFlow

Coding

HTML5
CSS3
JavaScript
Jquery
Bootstrap
Python
Linux

Languages

English
Spanish
Telugu

Experience

Freelance User Interface/Experience Designer

Tingr 2020-present

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

Key Accomplishments:

- Designed a wireframe displaying the process that the parent/teacher would undergo to sign-in/out a child.
- Created iOS mockups on Sketch that will be sent to the front-end development team.

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:

- Received FAA approval by providing advice for modifying a proposal.
- Designed an optimal user interface layout for the mobile application utilizing Adobe Photoshop and Microsoft Word.
- Performed research to identify relevant articles for a systematic review publication.

Projects

Employment Development Department

Collaborated with two other designers to redesign the website for EDD (Employment Development Department).

Role: UI Designer

Tools used: Adobe XD, Invision

East Oakland Collective

Interviewed a non-profit stakeholder organization (East Oakland Collective). Collaborated with two other designers to re-design their website.

Role: UI Designer, UX Researcher

Tools used: Sketch, Invision

Hermit Hero

Hermit Hero turns social distancing into a game. Objective is to save Grandma Peach from COVID-19. Project was done for the COVID-19 Global Hackathon.

Role: UX/UI Designer

Tools Used: Figma, Invision