NIKHILA NYAPATHY

Connecting with people to design enriching experiences

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EDUCATION

Georgia Institute of Technology
M.S, Human Computer Interaction
August 2017 - May 2019 (expected)
GPA: 4.0/4.0

SRM University
B. Tech Computer Science & Engineering
July 2010 - May 2014
CGPA: 9.45/10

University of Wisconsin Madison
Visiting International Student Program
September 2012 - December 2012
GPA: 3.66/4

SKILLS

Design	Tools
Prototyping	Balsamiq
Wireframing	InVision
Storyboarding	Sketch
Sketching	Figma
Info Visualization	Illustrator
Interaction design	Framer.js
Info Architecture	Axure
Documentation	

Research	Coding
Usability testing	JavaScript
Contextual inquiry	HTML
Personas	CSS
Affinity diagram	Python
Survey design	Unity
Interviews	
Card sorting	
Heuristic evaluation	
Cognitive walkthrough	

EXPERIENCE

UX Design Intern – *ADP*
May 2018 – August 2018
Worked on designing an innovative experience for payroll processing through an iterative user-centered design process
- Analyzed and formulated insights from user research sessions
- Moderated usability sessions and engaged in collaborative note-taking
- Designed micro-interactions for high fidelity prototypes
- Designed a card-sort for evaluating the information architecture

Front-end engineer – *SAP Labs India*
July 2014 – June 2017
Enhanced the user experience by building a scalable and reusable UI to unify the interface across internal tools
- Collaborated with UX designers, product owners, and software lead in an agile environment
- Worked with development team to deliver customer requirements

SELECTED PROJECTS

UX Designer - Prezent
August 2017 - December 2017
Making the experience of selecting a gift for a person fun
- Conducted interviews, surveys, and field visits
- Transformed research insights into design recommendations and developed workflow models to alleviate user pain points
- Iteratively created wireframes and various fidelity prototypes while incorporating user feedback obtained through usability testing

UX Designer & Developer – ZenSpace/Fallen Fairy
January 2018 – April 2018
VR experience using Oculus Rift to de-stress a person through physical movements in a calming environment
- Conducted user research (surveys) to gather data on preferred methods of de-stressing and communicated findings
- Worked on ideation, storytelling, user flows, and storyboarding the interactions
- Conducted multi-user testing to inform design changes

Visual and Interaction Designer & Developer – Keeping it Reel
August 2018 - December 2018
Data visualization exploring conversation themes and intra and inter sex ratios in movie dialogues across decades & genres - https://bit.ly/2TS4RUn
- Extracted and analyzed trends in the dataset through sentiment and theme analysis
- Designed, and developed an interactive innovative visualization to explore conversation data across 617 movies