

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

Prototyping
Wireframing
Storyboarding
Sketching
Info Visualization
Interaction design
Info Architecture
Documentation

Tools

Balsamiq
InVision
Sketch
Figma
Illustrator
Framer.js
Axure

Research

Usability testing
Contextual inquiry
Personas
Affinity diagram
Survey design
Interviews
Card sorting
Heuristic evaluation
Cognitive walkthrough

Coding

JavaScript
HTML
CSS
Python
Unity

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

UX Researcher - Gaming Mouse Purchase

August 2017 - December 2017

E-commerce website add-on to improve the experience of purchasing a gaming mouse

- Designed and conducted surveys, interviews, and contextual inquiries
- Analyzed & coded research data through affinity diagrams
- Conducted in depth evaluation through usability benchmarking