# Sahil Khoja

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# Education

# **Cornell University**

Ithaca, NY | May 2019 B.S. in Information Science - UX Design B.S. in Applied Economics and Management 3.7

# Experience

#### Intuit

Experience Design Intern | Summer 2016
Discovered mobile use cases for accountants using
Intuit Tax Online. Conducted 10+ user interviews
to uncover intentions, test lo-fi/hi-fi prototypes,
and experiment with artificially intelligent personal
assistants. Created user flows and journey mapped
an end to end experience for mobile accountants.
Presented findings to the VP of Intuit Proconnect and
Senior Leadership Team.

# **Function of Beauty**

Designer | 2015

Designed a digital hair lab to clarify product offerings for this Y-Combinator backed beauty startup. Work was displayed at YC W16 Demo Day.

# Dangle

Product Designer | Fall 2015

Wireframed and prototyped iOS Application using tools such as Framer.js and Invision. Developed signup campaign in order to begin a beta testing round. Work was shipped on the v1 of the product, now available on the ios app store.

### Skills

Sketch
Invision
Framer.js
React/Redux
HTML, CSS, JS
Adobe Creative Suite
Rapid Prototyping
User Experience Research
Journey Mapping
Developing End-to-End Experiences

# Side Projects

### **HH Illustrate**

2016 - present

Established a 30 Day Visual Design Challenge to create illustrations, posters, and more. 100+ designers currently taking part in the challenge.

### UX Research | Uber

Southeast Asia | 2016

Took 24 Ubers throughout East Asia to speak with driver's about their usability issues in an international environment. Published findings and solutions received attention from Head of International UX Research, Southeast Asia Design Team, and Lead Experience Designers at Uber.

### Cornell University Application Development

Ithaca, NY | 2016

Designer on the core-design team, working with software engineers, designers, and product managers to create iOS Applications.

### Research

# **Human Computer Interaction Lab**

Ithaca, NY I 2016

Taking part in Digital Fabrication Research, exploring ways to 3D Print in Augmented and Virtual Environments through the use of Oculus Rift, Unity 3D Game Engine, and Maya

### **Dyson Societal Scholar**

Ithaca, NY I 2016

Working on creating a microgrid solution for rural and mountainous areas of Tajikistan. Received an initial \$20,000 grant from Cornell University to kick-start the project.

# Recognition

Dyson Societal Scholar Best in Nation - Verizon App Challenge a16z Generation Design Program Eagle Scout