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SHANTHI SHANMUGAM

University of California, Berkeley (Expected graduation: Spring 2016)
B.*S. Electrical Engineering and Computer Science, GPA 3.5/4.0*

COURSEWORK*:* Alternative Visions of Tech (Grad Course), Data Viz (Grad Course), Big Data Startup Challenge, Stanford HCI, Mind and Language, Algorithms, Databases, Operating Systems, Computer Security

WORK EXPERIENCE

Fall 2016: Product Manager, **Facebook Inc. – Rotation Product Management Program**

Summer 2015: Associate Product Manager Intern, **Workday Inc. – Core Architecture Team**

- Investigated a spike in the memory footprint across all customers and identified root problem
- Led implementation and uptake of a feature that halves downtime over all customers
- Completed competitive analysis and other research required to patent data aging logic

Summer 2014: UX Design Freelancer, **DataFox**

- Advised DataFox Intelligence Inc., a Google Ventures backed company, on an overhaul of UI/UX after an in-depth analysis of the existing product and seven user interviews in one week. Suggestions have been implemented.

Summer 2013: Mobile Development Intern, **Salesforce Inc. - Chatter Mobile Team**

- Designed and Implemented file search, signup, and other features for Chatter Android 4.0. Presented my work to numerous SVPs and worked closely with a remote team in Santa Monica.
- Features demoed at Dreamforce 2013.

Summer 2011**:** Research Intern**, U of Washington HCI Dept. - Mobile Accessibility**

- Ideated, Designed, and Developed a mobile application to help blind children learn braille through a Hangman game using haptic feedback on Android. Conducted extensive user studies.

SKILLS

Human Centered Design, UX Design, Needs and Usability Assessment, Rapid Prototyping

NOTABLE PROJECTS + INITIATIVES

Fall 2014 - Present: **Berkeley Student Design Council, Chairwoman**

- Led a panel of students commissioned to organize design workshops and conferences at Cal, design the curriculum for the Design Minor, and ensure the success of the Design Institute.
- Teach a 60 person semester-long class on Human Centered Design and Prototyping (4 semesters)

Fall 2014 - Present: **E-Mission Research Initiative, Researcher**

- Helped design and develop an Android & iOS app that allows users to track their travel carbon footprint and compare them amongst other users. Worked on a template to build a recommendation system for more eco-friendly trips.

Summer 2014: **Spot, Founding team member** (Top 15 out of 60 at European Innovation Academy)

- Created a market-ready product in three weeks with four letters of intent from potential customers.
- Identified pain-point, Designed solution, Acquired customers, Pitched to 300 people for Demo Day.