

Rahil Shah

rahil.me

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Experience

Garden Intelligence

Product Designer • Oct '22 - Present • New York, NY (Remote)

An early stage startup founded by a pair of engineers from Harvard and Stanford to rebuild marketing and product intelligence for web3 teams

Instagram (Meta)

Product Design Intern • Jun '22 - Aug '22 • San Francisco, CA

In Reels and Stories, designed elegant and unique experiences to enable incentive tagging for sellers to help them effectively activate their existing followers and reach new customers

Shopify

Design Technologist Intern • Jan '22 - Apr '22 • Toronto, ON

Designed and developed a new multi-feature Figma plugin integrating Polaris to optimize designers time, help craft coherent experiences and make collaboration with engineers a breeze

Robinhood

Product Design Intern • Sep '21 - Dec '21 • Menlo Park, CA

Collaborated in exploring the advanced options trading chain and designing brand new implementations to simplify and enhance end-to-end flow for beginner, intermediate and advanced users

Twitch (Amazon)

Product Design Intern • Jun '21 - Aug '21 • San Francisco, CA

Revamped the design of the Friends feature and developed in client-side framework to ship

Created complete data viz design system. Collaborated with XFN, completed audits, defined design patterns, overall visual language, UI kit, and comprehensive design documentation

CanTrace

Product Designer • Pro Bono • Apr '20 - Aug '20 • Toronto, ON

Designed and presented a distinguished app integrating healthcare and contact tracing technology to the provincial and federal government of Canada

Extracurriculars

DeltaHacks

Co-Director • Mar '20 - Mar '21

Managed a cross functional team of 45+ members in organizing Canada's second largest hackathon, attended by 800+ people from around the world

Initiated allotment of ~\$2000 to support small local businesses with hackathon merchandise orders

Oversaw and evaluated operation in accordance with short-term and long-term vision

Product Design Lead • May '19 - Feb '20

Product Design Executive • Oct '18 - Apr '19

Education

McMaster University

Sep '18 - Apr '23

BASc, Honours Computer Science

Skills

Design & Prototyping

Figma, Origami, Illustrator, Photoshop

User research, product thinking, wireframing, interaction design, information architecture, prototyping, usability testing, design systems, visual design

Development

HTML/CSS, JavaScript, React, TypeScript
Python, Java, Bash, Git

Soft Skills

Strong work ethic, positivity, adaptability, self-awareness, proactivity, communication, organization, leadership, problem-solving

Projects

Timeline

A mobile-first elegant application that empowers parents to save and share memories of their child's early years of growth in addition to receiving timely parenting tips

Apple Music

A reimagined desktop For You section focused on the core experience and visual interface

Hobbies & Interests

Design & development, traveling, photography, sports, music, Mexican food