



ravina.io
rpp62@cornell.edu

experience

Pandora	Associate Product Designer 08.2022 – PRESENT	Creating tools that inspire and empower artists to connect with their fans.
Pandora	Product Design Intern 06.2021 – 08.2021	Designed an internal tool to make chart curation more efficient, and designed the external website for Pandora charts to increase the media value of charts. Presented interview findings and hi-fidelity prototypes to leadership and stakeholders.
Way	Product Design Intern 05.2020 – 09.2020	Redesigned the mobile app's order placement flow to optimize efficiency. Created scalable, reusable components to standardize elements across Way's product suite.
Paravane Ventures	UX Design Consultant 05.2020 – 07.2020	One of ten designers selected out of 4000+ to participate in the program. Won two of the three design challenges hosted by the program.
Cornell AppDev	Product Designer 09.2019 – 05.2022	Built apps with PMs and engineers to make life easier for over 5K students.

projects

Pandora Charts ↗	Exceed ↗	Resell
Designed Pandora's first independent charts website and optimized the internal chart curation experience.	Designed an app that allows busy professionals to continue learning. Winner in a design case competition.	Designed an app to facilitate thrifting at Cornell. Completed discovery and design, and achieved beta launch in two semesters.

education

Cornell University
B.S. Computer Science
Minor: User Experience

08.2018 – 05.2022

Through my User Experience specialization in Computer Science, I gained both technical skills and a human-centered perspective, which enable me to create intuitive and impactful experiences.

skills

Design Methods

Product Thinking
Service Design
User Research
Usability Testing
Interaction Design
Wireframing
Visual Design
Prototyping
Animation

Design Tools

Figma After Effects
Sketch InVision
Photoshop FigJam

Code

React.js HTML CSS
D3.js Python Java
OCaml C C++