Renoj Varghese

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Education

University of Connecticut, Storrs, CT
Bachelor of Science in Engineering, Computer and Science and Engineering, May 2019
Bachelor of Arts, Digital Media and Design, May 2019
Concentration: Web and Interactive Media Design
Cumulative GPA: 3.95/4.00
Honors: Honors Program, Rowe Scholar, STEM Scholar

Skills

Design: Adobe Photoshop, Adobe Illustrator, WireFrame.cc, Axure
Coding: HTML, CSS, Bootstrap, JavaScript, JQuery, AngularJS, MongoDB, Node.js, Python, Java, Unix/Linux, C#
Communication/Computer: Microsoft Outlook, PowerPoint, Word, Excel, Publisher

Academic Projects

Independent Study: User Interface Design, Spring 2017

- Compose wireframes, style guides, user stories, prototypes, and mockups in Adobe Photoshop and Illustrator to practice designing websites, game UI, and user experiences.
- Design UI/UX for **Antibiotics in Resource-Limited Settings,** a web/mobile application that takes a bacterial diagnosis and returns a medications available in clinic ranked by efficacy as well as information on the pathogenic organism
- Collaborate with doctors from Connecticut Children's Medical Center as content managers to provide information for a CMS system and to release application to clinics in third world countries

Independent Study: Introduction to Virtual Reality, Spring 2017

- Design, storyboard, and implement VR projects utilizing Unity3D to create immersive games and experiences
- Create a VR experience based on film, **"Power of 10" (1977)**, to present scale of universe in powers of 10
- Develop experience of zooming in from as close as an atom to as far as a galaxy for a dynamic view of the universe

Advanced Web Design, Fall 2016

- Trained in techniques of mobile first design, responsive webpages, CSS frameworks, CSS Preprocessors, and SVGs to gain a better understanding of UI/UX design, prototypes, and development to learn how to present ideas on the web
- Created own art assets using Adobe Photoshop and Adobe Illustrator to practice visual and graphic design

Personal Project

PlanMyRoute, Spring, 2017

- Design and implement a web/mobile application that creates a route based on list of locations to plan an efficient way to travel and save people time
- Contains additional features of checklists of tasks at each location to better organize a user's life as well as a record of most visited areas and tasks to simplify creating a route.
- Utilize Axure for wireframes and prototypes alongside MongoDB, Express.js, AngularJS, NodeJS, and Google Maps API as technologies to make application available on the web platform

Design/Development Experience

Cigna Technology Early Career Development Program (TECDP), Intern, January 2016 – Present

- Understand the importance and techniques of design and development through hands-on experience creating user experiences, prototyping business ideas, and programming web/mobile applications for various healthcare services
- Prototype and design UI/UX using Axure to improve the usability of an application for processing insurance claims
- Awarded 2nd Place in Intern Competition between nine intern teams by developing **FindMyPhysician**, an app that integrated gamification and social media to make selecting a Primary Care Physician more personal and educational.
- Designed mockups in Photoshop, implemented prototypes in HTML,CSS, and JavaScript, and created wireframes in WireFrame.cc to showcase gamification idea to Cigna IT leaders
- Awarded 1st Place Case Study Competition for formulating a business solution and presentation in 10 hours
- Implemented **Cigna's Health Risk Assessment Support Tool** using HTML, CSS, and AngularJS so that customer support associates can search for information regarding customers' technical issues with Cigna's health survey
- Communicated with backend server written in MongoDB and Spring Boot to perform a query and display results
- Contributed to backend API for Cigna mobile apps using Node.js to simplify code currently in place.