

Renoj Varghese

Web and Games

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 renojvarghese.github.io

Education

University of Connecticut, Storrs, Connecticut

B.A, Digital Media and Design, May 2019
Concentration: Web/Interaction Design

B.S.E, Computer Science and Engineering, May 2019
Concentration: Game Design & Development

GPA: 3.90/4.00

Skills

Programming

HTML, CSS, JavaScript, C#, Python

Design Tools

InVision, Axure, Figma, Adobe XD,
Photoshop, Illustrator, AfterEffects

Work Experience

Cigna Health Insurance, Technology Intern

September, 2017 - November, 2017
January, 2016 - May, 2017

UI/UX Design,
Prototyping,
Front End Engineering,

Prototyped UI/UX using Axure to improve the usability of Cigna OneView, an application for customer support associates

Redesigned OneView application utilizing brand assets (images, fonts, colors) to create a cohesive UI

Collaborated with design team, engineers, and managers to improve information flow and interaction of the OneView application

2nd Place Intern App Development Competition - Team integrated gamification and social media to make selecting a primary care physician easier.

Designed mockups, implemented prototypes, and created wireframes to showcase gamification idea to Cigna IT leaders

Blizzard Entertainment, Web and Mobile Intern,

May, 2017 - August, 2017

UX Research,
Front End Engineering,
Server-side engineering

Implemented animations and layout of a web page alongside a team of engineers and designers to announce the Knights of the Frozen Throne expansion in Hearthstone

Designed and conducted user research study with research mentors to provide insights that could improve future expansion pages

Conducted user interviews and presented research findings to better inform design decisions

Assisted in transferring current Java web application to a NodeJS stack to improve efficiency for creating new pages as well as overall performance