

RIYA JAIN

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OBJECTIVE

Optimistic, perseverant, empathetic student seeking an internship to grow and enhance User Experience Design skills in a real-world setting.

EDUCATION

University of Illinois at Urbana-Champaign

August 2018 – December 2021

- Bachelor of Science in Computer Science and Chemistry
- Overall GPA: 3.63/4.00

SKILLS

- **Relevant Coursework:** Design of Usable Information Interfaces, User Interface Design, Software Design Studio, Data Structures, Statistical Analysis
- **Design Skills:** User research, usability testing, storyboarding, wireframing, prototyping, graphic design
- **Design Tools:** Figma, Adobe Illustrator, Adobe XD, Framer, Blender, Inkscape
- **Programming:** Java, C++, HTML, CSS, Unity, Git, Android Studio, Windows MRTK

PROJECTS

UX Designer | Automn

Champaign, IL • February 2020 – May 2020

- Conducted research and analysis for a student-focused productivity app through 12+ interviews and 20+ surveys with potential users.
- Based off research insights, simplified and redesigned information architecture, created wireframes, and designed a functional prototype.
- Updated design library to increase accessibility and reflect a contemporary style while staying true to brand.

EXPERIENCE

Technology Intern | State Farm

Remote • May 2020 – August 2020

- Storyboarded, designed and implemented a virtual reality experience based off an existing State Farm commercial.
- Created and animated 3D assets using Blender and designed and programmed a virtual reality environment and interactions in Unity.
- Worked in an Agile/Scrum environment, planned sprints, and wrote user stories.

Teaching Assistant | Edhesive LLC

Remote • August 2019 – March 2020

- Helped 200+ high school students and teachers learn object-oriented programming and computer science.
- Identified common pain points and designed improvements to programming assignments and curriculum.
- Gathered interpersonal skills through brainstorming ideas in regularly scheduled video conferences.

LEADERSHIP

Project Leader | Design Innovation Illinois

Remote • May 2020 – Present

- Planned and led a series of virtual workshops teaching soft skills and technical design skills.
- Currently leading a team of 6 in the creation of a Notion-based user experience design repository.

Project Leader | ACM UIUC - SIGGRAPHICS

Champaign, IL • October 2019 – March 2020

- Developed, planned, and pitched an original game idea and delegated assignments to 4+ teammates.
- Created characters, animations, and graphics using Unity and Aseprite.