

# Sahil Khoja

Portfolio: [sahkho.com](http://sahkho.com)  
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## Education

### Cornell University

Ithaca, NY · May 2019

GPA: 3.7

B.S. in Information Science - UX Design

B.S. in Applied Economics and Management

## Experience

### Intuit

Experience Design Intern · Summer 2016

- Prototyped and A/B tested an AI personal assistant and native application to uncover cross-device opportunities
- Designed and led 10+ usability studies with accountants through rapid prototyping sessions and lo/hi fidelity testing
- Presented findings to the VP of Intuit Proconnect

### Function of Beauty

Designer · Spring 2016

- Designed a digital hair lab to clarify product offerings for this Y-Combinator backed beauty startup
- Shipped work at YC W16 Demo Day

### Dangle

Product Designer · Fall 2015

- Wireframed and prototyped iOS Application using tools such as Framer.js and Invision
- Led project to redesign the website, resulting in 1000+ signups

## Skills

Sketch  
Invision  
Framer.js  
React/Redux  
HTML, CSS, JS  
Adobe Creative Suite  
Rapid Prototyping

## Side Projects

### HH Illustrate

Creator · Present · [Link](#)

- Led initiative to establish a 30 Day Visual Design Challenge to create illustrations, posters, and more for the design community
- Over 700+ designers participating in the challenge

### UX Research

Researcher · Winter 2016 · [Link](#)

- Rode 24 Ubers throughout emerging markets in East Asia to speak with driver's about their usability issues in an international environment
- Published findings and solutions received attention from Head of International UX Research, Southeast Asia Design Team, and Lead Designers at Uber

### Cornell University Application Development

Designer · 2016

- Shipped Eatery, Cornell Dining Application. Over 3,000 downloads
- Worked with software engineers, designers, and product managers to create iOS Applications

## Research

### Human Computer Interaction Lab

Ithaca, NY · 2016

Developing digital fabrication research., Explored ways to 3D Print in Augmented and Virtual Environments through the use of Oculus Rift, Unity 3D Game Engine, and Maya

### Dyson Societal Scholar

Ithaca, NY · 2016

Creating marketplace access for merchants in developing countries. Received over \$20,000 in grants from Cornell University.

## Recognition

Dyson Societal Scholar  
Best in Nation - Verizon App Challenge  
a16z Generation Design Program  
Eagle Scout