

SALONI SAXENA

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EDUCATION

Carnegie Mellon University

BS in Cognitive Science
Additional Major in HCI (intended)
Minor in Biomedical Engineering
Expected May 2019

SKILLS

Technical

Python
HTML/CSS
JavaScript

Design

Wireframing
Storyboarding
Prototyping
Personas
Design Research

Tools

Sketch
InVision
Adobe Creative Suite
Pen+Paper

COURSEWORK

Interaction Design Studio
Designing Human-Centered
Software
Principles of Imperative
Computation
Cognitive Psychology
Experimental Design

ACTIVITIES

Alpha Phi Omega
TedxCMU
CMU Psychology Research

EXPERIENCE

UX Intern | CMU HCI Institute

Fall 2017

Led the UI/UX design of a web-framework targeted towards Amazon MTurk users to promote the production of reliable data. Conducted user-testing on multiple prototypes and presented research to the School of Computer Science.

UX/UI Design Intern | Click Network

Summer 2017

Designed and user-tested interactions for Click, an extensive social media application. Helped standardize visual design across mobile and web platforms and prototyped new interactions and UI components.

Design Instructor | Sashay LLC

Summer 2014

Taught students ages 8-16 design principles and assisted with the culmination of a final project. Collaborated with program directors and staff to create student curriculum enhancing design skills.

PROJECTS

Walkly

Created for hackCMU 2017

Android application that encourages users to exercise by tracking their steps and pledging money to local organizations. Designed and implemented all frontend components, including UI/UX.

CyberCut

Written in Python, utilizing OpenCV and PIL

Allows users to visualize different haircuts on their face in real-time webcam feed through augmented reality. Detects the user's face, calculates the user's face shape, and recommends hairstyles that best accentuate their facial shape.

Doodle Jump

Written in Python, utilizing Pygame and OOP

Recreated the popular procedurally generated game in a multi-player format. Allows players to use keyboard controls to continuously jump on platforms, shoot monsters, and collect gifts to win the game against opponents.

[more projects at saloni-saxena.github.io](https://saloni-saxena.github.io)