

JAYASHREE SRINIVASAN, MSc(CS), B.Tech (IT)

www.jayashreesrinivasan.live

Summary:

Budding engineer with a masters in computer science driven by an avid interest towards building creative and accessible user interface and user experience. Seasoned with a passion for UI development using tools like Figma and Adobe XD and implementing them through technologies such as Javascript, HTML and CSS.

Experience:

CGI, Canada

Technical Support Analyst (Part time), MAR 2020 - PRESENT

- Handled communications and customer support for a large multinational bank.
- Actively worked with a team of senior consultants to provide solutions to customers.

Gravitech Solutions Pvt Ltd., India

Junior Web Developer, JAN 2019 - JUL 2019

- Cooperate with designers to develop modern interfaces which provide intuitive interaction experience.
- Develop project concepts and maintain optimal workflow.
- Work with senior developers to manage large, complex design projects for corporate clients.
- Complete detailed programming and development tasks for front end and internal websites.
- Carry out quality assurance tests to discover errors and optimize usability.

Education:

Bishop's University

MSc, Computer Science, FALL 2019 - WINTER 2021

Percentage

93

- Worked on the frontend of an ecommerce web application as semester project.
- Developed several games on the Unity Engine using C#.
- Active member of the indigenous club.
- Learned French basics out of personal interest in partaking with the province's culture.

Anna University

Meenakshi Sundararajan Engineering College
B.Tech, Information Technology, AUG 2015 - APR 2019

CGPA

7.39

- Built a student management web application from the ground up as the terminal semester project which is actively used by the department.
- Volunteered in redesigning the institution's website to a complete overhaul.
- President of Asthra Symposium 2017.
- Active participant of the weekly cleanliness initiative by the government in collaboration with the institution.

Projects:

PlantLife, UI/UX design

- Designed an app to order plants and related accessories online.
- Started the project after a qualitative research.
- Brainstormed and wireframed (paper prototyped) various use cases of the application.
- Digitised the prototype using Figma.
- Completed the project in 2 weeks.

File Organizer, UI/UX design

- Designed an IOS app to organize files.
- Obtained and incorporated organising ideas after a quantitative research analysis and accessibility principles.
- Implemented soft UI design techniques.
- Completed the project in 1.5 weeks.

Daily UI/UX challenge on LinkedIn

- Performed a daily UI/UX design challenge in linkedin to explore latest design trends.

Contact

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Design Tools

Figma
Adobe XD
Photoshop CS6 (Basic)
Illustrator
Zeplin(Basics)

Skills

UI DESIGN

UI Prototyping
Visual Design

UX DESIGN

UX research
Wireframe
Sprint
Rapid prototyping

Game Engine

Unity

Certification

Google Design Professional
Certificate