

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.

Education:

Bishop's University MSc, Computer Science, FALL 2019 - WINTER 2021	Percentage 94	Contact
<ul style="list-style-type: none">• 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.	CGPA 7.39	Address 6854, Avenue de Mountmagny, Montreal, QC H4E 2V9
Anna University Meenakshi Sundararajan Engineering College B.Tech, Information Technology, AUG 2015 - APR 2019		Phone +1 819-919-3177
<ul style="list-style-type: none">• 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.		Email jayashreesrinivasan16@gmail.com

Experience:

CGI, Canada Technical Support Analyst (Part time), MAR 2020 - PRESENT	Design Tools
<ul style="list-style-type: none">• Handled communications and customer support for a large multinational bank.• Actively worked with a team of senior consultants to provide solutions to customers.	Figma Adobe XD Sketch Photoshop CC (Beginner) Illustrator Zeplin (Beginner)
Gravitech Solutions Pvt Ltd., India Junior UI UX designer, JAN 2019 - JUL 2019	Skills

- Cooperate with designers to develop modern interfaces which provide intuitive interaction experience.
- Develop project concepts and maintain optimal workflow.
- Work with senior designers to manage large, complex design projects for corporate clients.
- Complete detailed wireframing and prototyping.
- Participate in design sprints.
- Carry out and assist research interviews for user experience.

Projects:

PlantLife, UI/UX design	UI DESIGN UI Prototyping Visual design Web design
<ul style="list-style-type: none">• 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.	UX DESIGN UX research Wireframe Sprint Prototyping Rapid prototyping User flows Wireframes User interface mockup Persona creation Empathy mapping
File Organizer, UI/UX design	Programming languages C,C++ HTML CSS JavaScript C# Python
<ul style="list-style-type: none">• 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.	Game Engine Unity Blender

Daily UI/UX challenge on LinkedIn	Others: Github
<ul style="list-style-type: none">• Performed a daily UI/UX design challenge in linkedin to explore latest design trends.	Certification Google Design Professional Certificate

Resume designed in Figma by Jayashree Srinivasan