

SHIVANI AGGARWAL

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SKILLS

Design & Research:

- User Interviews
- Prototyping
- Usability Testing
- Statistical Analysis

Languages & Tools:

- Figma
- Sketch
- HTML/CSS
- JavaScript

EDUCATION

MSC. HUMAN COMPUTER INTERACTION

2024-2026
Utrecht University
Utrecht, Netherlands

Relevant Courses:

- Adaptive Systems
- Multimodal Interaction
- Research Methods

BASC. SYSTEMS DESIGN ENGINEERING

2017-2022
University of Waterloo
Waterloo, Canada

Relevant Courses:

- Cognitive Ergonomics
- Interface Design
- Human Factors in Design

Awards:

- Dean's Honour List
- President's Scholarship

WORK EXPERIENCE

SOFTWARE ENGINEER

Compass Digital | Mississauga, Canada

- Led the end-to-end implementation of a promotional checkout feature on web, collaborating with cross-functional teams to ensure a seamless rollout.
- Implemented bulk editing and menu import workflows to reduce manual data entry and streamline operational processes (TypeScript, PostgreSQL).

MAY 2022 - AUG 2024

UI DEVELOPER INTERN

Zighra Inc. | Ottawa, Canada

- Designed and developed new features on the web platform including signup, profile and event creation, and video chat (React, JavaScript, HTML/CSS).
- Effectively collaborated in an Agile team to ship production-ready UI and ensure smooth client onboarding and reliable deployments.

SEP 2020 - DEC 2020

SOFTWARE ENGINEER INTERN

Thomson Reuters | Toronto, Canada

- Implemented invoice review and matter workflow features for the Legal Tracker product, used by 60,000+ law firms (JavaScript, MySQL, C#, .NET).
- Improved product stability by fixing defects and adding unit test coverage.

JAN 2020 - APR 2020

FULL STACK DEVELOPER INTERN

Sprout Wellness Solutions | Toronto, Canada

- Shipped features on web including event creation, report filtering, and activity tracking to 1+ million users (JavaScript, AngularJS, PHP, MySQL).
- Developed RESTful APIs and worked with AWS to create back-end processes.

MAY 2019 - AUG 2019

PROJECTS

OPTIMIZING THE CLEANER WORKFLOW

FEB 2025 - APR 2025

Ad-hoc Task Management (Mobile Application) | Utrecht, Netherlands

- Conducted user research and stakeholder interviews in a team of 4 to identify inefficiencies in ad-hoc task management for cleaning staff.
- Translated research insights into clear design requirements, enabling development of a user-friendly prototype in Figma.

HEALTHRA

SEP 2021 - APR 2022

Health Information System (Web Application) | Waterloo, Canada

- Collaborated in a team of 5 to design a patient-facing health information system in Figma for easy and unified access to medical records.
- Applied human factors principles and iterated the design of a feature for interacting with personal health data, such as lab results and history.