Sohini Kar

Designer, Software Engineer

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Experience

1Day Sooner, UI/UX Designer

Remote | August 2020 – December 2020

Working on website design, creating user flow diagrams based on user personas, designing prototypes based on user data analytics, and building web pages with a CMS

Venmo Redesign, Personal Project

Cupertino, CA | June 2020

Conducted UX research, developed user personas and created app workflow using Canva, built wireframes and mock UI with Figma, and created working prototype with Origami Studio

Confluent, Backend SWE Intern

Mountain View, CA | May 2020 – August 2020

Created web application to pull organization event data from GitHub to post to Kafka cluster

NASA Jet Propulsion Laboratory, SWE Intern

Los Angeles, CA | June 2019 – August 2019

Developed new UI to display holistic information about images in search system, learned about creating effective interfaces and UX research

Honors and Awards

UI/UX@MIT, Founder and President
October 2020 – present

Miya Arts, Brand Ambassador
August 2020 – present

AI@MIT, Marketing Chair
June 2020 – present

Figma Award, hACCESS Hackathon
Project: AccessiLink | 2020

Best Domain Award, Hack Girl Summer Hackathon
Project: Safe Space | 2020

Education

MIT

Boston, MA | 2018 - 2022

SB, Computer Science
Minor, Brain and Cog. Science

Skills

Technical

Figma, Balsamiq

Adobe XD, Origami Studio

HTML/CSS/Javascript, Python

Adobe Fresco, Procreate

Vectornator, Canva

Design

Visual Design, UI/UX Design

Naturalistic Observation

User Interviews

Usability and Concept Testing

Characteristics Analysis

Journey Mapping

UX Workflow, Design Alternatives

Wireframing

Low-Fidelity and High-Fidelity Prototyping