

Siddarth Krishnan

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EDUCATION

Georgia Institute of Technology

Aug. 2023 - Dec. 2026

B.S. Computer Science (Concentration in Human-Computer Interaction)

Atlanta, GA

- Relevant courses: Intro UI Design, Media Device Arch, Data Structures & Algorithms, Objects & Design, Marketing Analytics

Faculty Honors (Students with a perfect grade point average of 4.00)

2x

RELEVANT EXPERIENCE

Senior Designer

Jan 2025 – Present

iOS Club Georgia Tech

Atlanta, GA

- Leading UX/UI for iPlay, a SwiftUI-powered party game suite designed for teenagers and young adults, where player iPhones are used as controllers for a MacBook-hosted experience.
- Mentoring and leading a team of three designers, providing feedback during and outside 2x weekly meetings, teaching fundamental concepts like typography, accessibility, and consistency, and refining wireframes based on user insights.
- Streamlining workflows in Figma, and iterating to align with developer, executive team, and user needs, ensuring seamless iPhone-to-MacBook integration.

UX Design Intern

Aug 2024 – Dec 2024

Bits of Good Georgia Tech

Atlanta, GA

- Redesigned Last.fm, Rate Your Music, and MusicBrainz websites by leveraging color and contrast theory, visual hierarchy principles, and user psychology (Cognitive Load Theory, Hick's Law), increasing positive user feedback by 25%.
- Led a collaborative case study to enhance the international student experience at Georgia Tech, iterating user flows, wireframes, and high-fidelity prototypes with guidance from industry experts at Microsoft, Adobe, and Truist Financial.

Product Design Intern

Aug 2023 – May 2024

Georgia Tech Solar Racing (GTSR)

Atlanta, GA

- Partnered with sponsors and GTSR leadership to conduct a top-to-bottom redesign of sponsorship materials with 4 sponsor interviews, 10+ user flows and wireframes, and a final high-fidelity prototype and sponsorship packet.
- Streamlined communication with sponsors and the Student Government Association and filed purchase and reimbursement requests. Managed a budget of \$100,000+ and helped raise it by 18%.

PROJECTS

Interactive 3D iPod with Live User Music Data | Wireframing, Spline 3D, Node.js, JavaScript, RESTful APIs (last.fm), HTML/CSS

- Designed and implemented an interactive 3D iPod using Spline 3D with real-time, personalized music data, reducing user bounce rate on my website by 7% by blending nostalgia-driven design and modern API functionality. Used by 25+ users online.
- Hosted custom Node.js backend to handle API logic and multi-API calls, text truncation, and transliteration to display music metadata on the web. Optimized polygons and textures for HTML/CSS integration, minimizing load times by 55% (2.6s to 1.7s).

International Hub @ GT | Figma, Google Forms, Slides, Photoshop

- Researched for, designed, and prototyped a centralized information portal with forum integration, addressing challenges for 1,000+ international students at Georgia Tech by streamlining access to official resources and fostering student interaction.
- Interviewed 6 international students, along with additional insights from Reddit and Halp, to identify key frustrations, and created 3 user flows, 25+ wireframes, and 2 hi-fi prototypes. User testing revealed a 45% increase in positive feedback.

LEADERSHIP AND COMMUNITY INVOLVEMENT

Founder and President

Mar 2021 – June 2023

Light the Way

Manila, Philippines

- Founded and led a nonprofit organization dedicated to empowering indigenous and rural communities in the Philippines and Pakistan through renewable energy and sustainable engineering infrastructure projects.
- Raised \$6,000+ during COVID-19 through fundraisers supporting Indigenous local businesses (Gruppo Dolci, MAD Travel), using funds to install solar water pumps and automate water collection for 250+ families and typhoon-impacted schools.
- Developed environmental science books and lesson plans, engaging local students and promoting sustainability awareness.

SKILLS

UX & Design: Wireframing, Prototyping, User Stories, User Research, Semi-structured Interviews, Responsive Design, Typography, 3D Modeling, UML Diagrams

Tools: Figma, Framer, Adobe Creative Suite, XD, Blender, IntelliJ, VSCode, Airtable, R, Excel, Google Sheets

Programming: Java, Python, HTML/CSS, JavaScript, MATLAB, C