

# TAMANNA SHIROL

## UX/ Product Designer

### EXPERIENCE

**Industrial Design Intern** Nov 2025 - Present  
School of Design @SFSU

- Designed and fabricated custom wooden pedestals and exhibition frames for the 2026 Graduation Showcase by prototyping construction methods and precision finishing, resulting in durable, high-quality display structures that elevated the exhibition experience
- Conducted surveys and interviews with 20 students to determine a meaningful interactive experience, resulting in a T-shirt design competition whose winning design will be produced and gifted to graduates as a keepsake

**Marketing Manager** June 2025 - Present  
Campus Recreation Department @SFSU

- Supervised a 13-person creative team and collaborated with 5 Campus Recreation programs streamlining workflows and elevating design quality to drive higher student engagement across campus
- Designed marketing campaigns and website content updates, applying information architecture while maintaining SFSU visual best practices and developed a Gator Sticker campaign for 15 departments

**UX Design Apprentice** June 2025 - Aug 2025  
BRIDGEGOOD

- Led a UX design sprint for Onvero, a mobile app supporting undocumented individuals to access verified legal resources
- Conducted 12 stakeholder interviews and user research with undocumented individuals to identify key pain points and define core workflows. These insights enabled collaboration with 6 Bay-Area organizations
- Executed the full UX process, from recruiting 7 participants and user research to interaction design, iteratively refining designs into high-fidelity prototypes validated through usability testing with undocumented users
- Boosted BRIDGEGOOD's digital presence with trend-driven videos and designed 14 custom Instagram stickers/GIFs on procreate to giphy for public use, increasing views by 55K and interactions by 3.8K

**Graphic Designer** Dec 2024 - June 2025  
Division of Graduate Studies and Career Services @SFSU

- Designed and iterated on 10+ assets weekly (brochures, posters, logos, t-shirts), applying user insights to create the viral “Gator Sticker,” which reached 450+ students therefore an increase in visibility and student engagement
- Delivered clear, accessible educational materials (program brochures, workshop decks, resume/cover letter guides) to support students in understanding career readiness tools and graduate application processes




**Design Research Intern** Aug 2024 - Dec 2024  
Nathan Shapira Design Archive and Center for Global Needs

- Improved archive accessibility by organizing disordered research materials using information architecture and classification systems, resulting in a clear pathway for collaborative research projects as well as designing promotional graphics and information design for the re-opening and the archive blog
- Co-led research on DEI and inclusive design for a Brazilian conference, including assisting in editing the Design for All Institute of India publication Vol-20 No-1

### LEADERSHIP

**President** Aug 2025 - May 2026  
Industrial Designers Society of America Student Chapter

- Executed 21 events, secured chapter funding while managing budgets, and increased student participation in IDSA activities
- Re-launched the IDSA student chapter at San Francisco State University in 2023

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### EDUCATION

**San Francisco State University**  
*BS in Industrial Design*  
August 2022 - May 2026  
GPA: 3.90 (Dean’s List)

### CERTIFICATIONS

**Google UX Design**  
Coursera - October 2024

**Advanced Design**  
Offsite - August 2024

### SKILLS

Rapid Prototyping  
UI/Visual Design  
Wireframing  
User Flows  
Design Research  
Illustration  
Usability Testing  
Storyboarding  
3D Rendering  
Computer-Aided Design  
Interaction Design

### TOOLS

Figma  
Framer  
Procreate  
HTML/CSS  
Adobe (Ai, Ps, Id)  
Blender  
Rhino  
SolidWorks

### INDUSTRIAL DESIGN

Wood & Metal Work  
3D Printing  
CNC Machine  
Laser Cutting  
Clay Making