

EDUCATION

M.S by Research, H.C.I & Cognitive Science

IIIT - Hyderabad, India

Aug 2008 — Jun 2011

B.E (Hons.) Computer Science

BITS - Pilani, India

Aug 2003 — Aug 2007

SKILLS

- **Skills:** Interaction Design, Design Thinking, Usability Testing, Prototyping, Gamification Design
- **Softwares:** Sketch, Framer.js, Tumult Hype, Principle, Flinto, Axure
- **Programming Languages:** Javascript, HTML & CSS, Ruby

WORK EXPERIENCE

Isha Foundation, Coimbatore

Volunteer, UX Consultant

Feb 2017 — Present

As a volunteer at Isha Foundation, a non-profit organisation founded for promoting human wellbeing and spiritual development, I have:

- Architected and designed the UX for a mobile app which enables millions of followers to access online meditations, yoga practices and wisdom from Sadhguru, a spiritual master.
- Overseen the consolidation of 42 websites with an external design agency, by coordinating with multiple stakeholders to oversee the translation of business requirements into user experience deliverables.
- Proposed design solutions drastically reducing the turn-around time of program/event registration for people who come for an ISHA event from all over the world.
- Simplified program registration forms and donation forms to improve conversion rates by 124%.

KNOLSKAPE Solutions Pvt. Ltd, Bangalore

User Experience Design Lead

Feb 2014 — Feb 2017

In addition to leading a team of 5 designers, I was instrumental in the following:

Interaction Design for Learning Environments

- Uncovered product insights and validated proposed solutions through user research with potential customers in the field of Sales performance.
- Re-architected the experience of business simulations, the org.'s core offering, from the ground-up, by simplifying the user-flows, creating new interactions and adding delight using game mechanics. This lead to a near perfect satisfaction score from the customers.
- Solved the complex on-boarding flow of business simulations, which drastically reduced the amount of information a learner has to recall in order to start playing the simulation.
- Designed Gamification strategy, user flows and UI for a Learning management system which makes learning fun. This project was across web, mobile and tablet environment.
- End-to-end UX design involving user-flows, task-analyses, usability reviews, interaction & visual design, user testing for numerous products across various verticals (viz., Leadership, Change Management, Sales Performance, Building a Business etc.)

WORK EXPERIENCE

Building a design culture

- Increased the design maturity of the organisation by introducing user-centred design practices, regularly conducting workshops and giving talks on the various aspects of UX.
- Demonstrated the importance of Usability by inviting various stakeholders to view usability tests regularly and thus refining their sensitivity to user behaviour.
- Established prototyping and user testing as a standard practice in the product design process and paved the way for iterative design and development cycles.
- Organised Usability days, bad design contests and design critique sessions in order to drive adoption of user-centred design practices in the organisation.

Front-end Development

- Evangelised SASS and the best practices of CSS for creating effective user interfaces.
- Created CSS templates in order to ease the development process for customising the products' UIs for various clients.
- Mentored Junior Developers on SASS, GSAP, Velocity.js etc. for developing UI animations.

Horde Software, Hyderabad

Jul 2012 — Dec 2013

Freelance UX Designer, Front-end Developer

- Front-end development for:
Artjini - An online marketplace to buy and sell artworks from local artisans. (www.artjini.com)
- IxD, UI and front-end development for:
SlashCV - A website to create beautiful resumes using pre-defined templates (www.slashcv.com)
- Information Architecture, Website design, corporate video for:
Terrafirma Organics Pvt. Ltd - An organic food production company with an emphasis on supporting the farming community.

Cognitive Science Lab, IIT- Hyderabad

Jan 2009 — Dec 2010

Research Assistant

- Designed and conducted several experiments based on cognitive psychology by recruiting around 150 participants for various studies.
- Designed and conducted an online experiment that involved collecting data from around 200 participants.
- Performed computer-aided statistical analysis of data which include correlation analysis, analysis of variance and post-hoc tests.
- Mentored under-grad students regarding experimental design for their Cognitive Science course projects.

Novell Software, Bangalore

July 2007 — Jul 2008

Software Engineer

- Developed a debug-logging framework that logs the functionality and facilitates the debugging of a huge project.
- Implemented a mechanism that would parse the code and generate a flow chart of the program's control flow. This is useful for a new developer in getting acquainted with the project code-base.

INTERESTS

Filmmaking, yoga, photography, travel, badminton.