

YUKTI MALHAN

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EXPERIENCE

Oracle | June 2023 – September 2023

UX Design Intern for Energy & Water Utilities GBU

- Spearheaded design of a web solution for residential customer service agents to compare utility bills and fulfill customer needs, resulting in an innovative feature for other parts of the platform
- Redesigned the workflow for target users viewing a customer's utility usage while working in parallel with stakeholders and developers, leading to an increase in user engagement
- Conducted 20+ brainstorming sessions and design reviews with cross-functional teams to communicate project requirements, incorporate feedback, and create user-centered designs in Figma
- Utilized Oracle's award-winning Redwood Design process to create user goals, compile existing data, clarify current flows, and ideate future scripts to align the team's understanding of target users

Pattern | June 2022 – September 2022

UX Design Intern

- Collaborated with UX and product teams to research and design solutions for 5 projects end-to-end
- Revamped Support module in the e-commerce software Predict to increase engagement and usability
- Designed resolving feature for warehouse management system, Shelf, saving labor costs by 100k/yr
- Facilitated user interviews to collect data and constructive feedback on design implementations

FoodTribe | April 2021 – June 2021

UI/UX Design Intern

- Analyzed user interviews to design intranet structure for internal team, boosting productivity by 26%
- Conceptualized product expansion features through competitive analysis and design sprints
- Worked with 4 designers to establish a mobile app prototype by sketching wireframes and mockups

Tech4Good Research Laboratory @ UCSC | September 2021 – Present

Product Designer

- Led team of 6 members to evaluate and implement solutions for various products in research lab
- Created prototypes, usability tests, and heuristic evaluations with violation recommendations

Creative Tech Design @ UCSC | January 2021 – June 2023

President

- Managed team of 20 executive members to expand learning opportunities in the UX community
- Organized panel of industry professionals for 200+ students to learn and inquire about UX design

EDUCATION

University of California, Santa Cruz

B.A. Computer Science & B.S. Cognitive Science | GPA: 3.9/4.0 | Graduating: June 2024

SKILLS

Tools | Adobe Suite, Figma, Invision, Python, C, C++, HTML/CSS, JavaScript

Design | Sketching, User Flows, Prototyping, Wireframing, Product Design, Interaction Design

Research | Competitive Analysis, Empathy Mapping, Heuristic Evaluations, Interviews, Personas