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EDUCATION

**Springboard**  
Certificate in UX Design  
2022 - 2023 • San Francisco, CA

**City University of New York**  
Statistics & Climate Science  
2012 - 2013 • New York, NY  
Ancillary courses for research position

**University of Rochester**  
Physics & Astronomy  
Mathematics  
Attended 2004-2008 • Rochester, NY

SKILLS & TOOLS

**Product Design**  
Lean UX, Agile UX, Project Management, Design Sprints, Interaction Design, User Flows, User Stories, Concept Sketches, Storyboards, Style Guides, Pattern Libraries, Wireframes, Mockups, High-Resolution Concepts, Working Prototypes

**Research**  
Interviews, Surveys, Usability Testing, Heuristic and Competitor Analysis, Contextual Inquiry, Affinity Maps, Red Routes, Personas, Data Visualization, Data Analysis, Information Architecture

**Tools**  
Jira, Figma, Adobe XD, Sketch, Miro, Canva, Keynote, Webflow, Zeplin

**Strengths**  
Adaptable, Resourceful, Organized, Self-Motivated Learner, Collaborative, Proficient With Technology, Attentive To Detail, Active Listener, Adept With Balancing Multiple Projects, Skilled In Technical and Written Communication

SELECTED PUBLICATIONS

Quillen, Alice C., et al. "Spitzer Space Telescope Infrared Spectrograph mapping of the central kpc of Centaurus A." Monthly Notices of the Royal Astronomical Society 384.4 (2008): 1469-1482. [MNRAS Link](#)

"Storms in the Future: Relating Changes in Intensity, Cloudiness, Rainfall and Economic Costs." NASA GISS ICP, 2002. [Clouds Link](#)

AMELIA PRASAD ●●●●  
UX/UI DESIGN | PRODUCT DESIGN |

Experienced UX/UI designer with a strong background in transforming complex data into intuitive, impactful digital experiences. Skilled in human-centered design, data visualization, and process optimization, with many years of experience delivering inventive solutions that simplify interactions and empower diverse user groups. Adept at leading cross-functional research, translating business and technical goals into accessible, educational interfaces, and driving global collaboration through actionable design. Originally trained as a climate researcher with a foundation in math and astrophysics, bringing a unique analytical perspective and passion for bridging data, technology, and user needs to create meaningful progression.

RELEVANT PROFESSIONAL EXPERIENCE

**Founding UX Designer / PRINCETON UNIVERSITY • ALTECH SOLUTIONS**  
04/2024 - Present • Princeton, NJ • Remote

- Worked as part of a cross-functional product discovery team to manage development workflows in Jira, including conducting functional reviews, scoping epics, writing and refining stories, and translating insights into actionable product strategy.
- Led and conducted UX research (interviews, surveys, focus groups) to uncover actionable insights and inform design and product strategy across diverse research fields, organization types, and countries focused on the information environment.
- Designed and iterated data-driven web applications, dashboards, and interactive frameworks supporting policy-relevant research and global collaboration.
- Translated business and research objectives into intuitive, educational user experiences that empower continuous learning and knowledge sharing among international audiences.
- Integrated with data and engineering teams to translate complex data into accessible, dynamic visual interfaces, exploring feasible implementations and ensuring technical accuracy through iterative validation and refinement of UI development and SQL queries.
- Supported beta testing processes, establishing continuous feedback loops to iteratively improve design and functionality based on user and stakeholder input
- Developed user flows, wireframes, prototypes, and full UI design systems and libraries emphasizing inclusivity and accessibility (WCAG compliance).
- Addressed complex design challenges, including data privacy, conditional access tiers, and secure authentication, to meet diverse user needs

**UX/UI Design Intern / JITTO**  
06/2023 - 07/2023 • Toronto, ON • Remote

- Accelerated launch by 6 weeks for an end-to-end conversion of an analog process into a digital solution, ensuring an accessible transition that met generational design and business needs.
- Designed simple, insightful dashboard widgets structured around a user information hierarchy and led discussions about wireframes and interactive prototypes to develop product strategy.
- Documented product requirements, development constraints, and goals through iterative and investigative collaboration with multiple teams; created style guides and a pattern library.
- Demonstrated prototypes created in collaboration with product owner and technical team to establish product requirements, constraints, and branding through Agile development process.
- Improved product usability forecast by nearly 60% through the design of a software-agnostic B2B e-commerce web app focused on rapid task flow and scalability, from research to handoff.

**UX/UI Design Fellow / SPRINGBOARD**  
06/2022 -07/ 2023 • San Francisco, CA • Remote

- Completed 400+ hours of hands-on material in UX methodologies with weekly 1:1 consultation from lead UX designers at Google and Meta on design thinking process and case studies for:
- **Product Design: SAVR**  
Augmented a cooking app with an interactive guided experience that addressed user pain points through facilitating assistance with multi-tasking, time-management, and skill improvements. Designed, prototyped, and presented within a 5-day Google Ventures Design Sprint.
- **Product Design: Hearth**  
Standardized 370K+ homeowner administration systems via a syndicated user-friendly platform that streamlines access to vital community resources and functionalities, impacting up to 40MM households, while reducing administrative overhead and saving an average of 10% in annual operation costs for reinvestment into communities.