

# Nandini Ghosh

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## EDUCATION

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**Northeastern University**, Boston, MA

September 2021 – April 2025

**Khoury College of Computer Sciences**

*Bachelor of Science, in Computer Science and Design*

Honors : Summa Cum Laude, Dean's List (6/6), SCOUT Design Conference Speaker (2023)

Extracurriculars : *Northeastern University Women in Technology*, President (2024 – 2025), Design Chair (2022 – 2024)

Interests : Experience Design, Frontend development, Visual storytelling, Accessibility, UX Research

## TECHNICAL KNOWLEDGE

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**Languages:** Java, JavaScript, TypeScript, Python, HTML/CSS, MySQL

**Frameworks:** React, Node.js, REST APIs, Selenium, Robots, Jest, Junit4, MongoDB (Mongoose), Flask

**Tools:** Figma, Adobe Suite, VS Code, Git, GitHub, Postman, Docker, AWS, Asana, Jira, Google Marketing Platform, Axure RP

## PROFESSIONAL EXPERIENCE

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**UI/UX Designer & Software Engineer**

June 2025 – Present

*HPE Networking (Juniper Networks), Sunnyvale, CA*

- Working cross-functionally as a designer and developer to drive UI/UX initiatives for the Apstra Data Center Assurance web product, a highly customizable centralized platform for in-depth Data Center fabric management.
- Designing the foundational UX workflows for Marvis AI, an agentic framework built to support SONiC devices.
- Leading UX design for new Apstra DCA by collaborating with senior managers, architects, and PLMs to create Figma prototypes, define user workflows, and establish standardized UX processes through setting up a component library, and documenting product design specifications.
- Driving the initiative to increase UI Feature Testing coverage to ~90% by researching gaps and covering edge cases.
- Developing the UI using key frontend technologies to support the evolving customer needs, under the mentorship of experienced Frontend and Fullstack engineers.

**UI/UX Software Engineer**

July 2024 – December 2024

*Khoury College of Computer Sciences: NExTLab Program, Boston, MA*

- Spearheading UX design and front-end development on a student-led Agile team of software consultants to architect *GitMarks*: a full-stack SaaS solution for Khoury College, that extends GitHub Classroom by adding extensive management support for professors, grading solutions for teaching assistants and simplifies student workflows.
- Working with product stakeholders including program managers and current professors, as well as using our own lived experiences of being teaching assistants and students, to conduct user research and assess business needs.
- Designing wireframes on Figma to map product features and developing a design system that meets WCAG standards.
- Translating prototypes into an extensive frontend interface in collaboration with Backend and DevOps leads.
- Showcasing the MVP product at a demonstration to the Chancellor's Office and helping define the future of the Khoury NExTLab program.

**Assistant UX Designer**

May 2024 – June 2024

*Tuskira, Remote*

- Partnered with the Lead UX Designer of a fast-paced stealth cybersecurity AI startup to define the design system and wireframes for the initial launch MVP product.
- Streamlined the design to front-end pipeline by developing a custom Figma plugin to convert Figma design tokens into JSON values, helping create a seamless handoff process.
- Applied Material UI and D3.js to create intuitive and seamless dashboard widgets, enhancing the user experience.

**Teaching Assistant**, CS 1210: Professional Development for Khoury Co-ops.  
Northeastern University, Boston, MA

September 2023 – December 2023

- Collaborated with faculty and other TAs to deliver curriculum content and guide students through the co-op process.
- Provided one-on-one mentorship for 30 students through resume reviews, mock interviews, and office hours.
- Helped students assess their strengths and weaknesses as soon-to-be working professionals and guided them towards building their own toolkits for success.

**Web Developer**  
Mabl, Boston, MA

January 2023 – June 2023

- Published this [blog post](#) about my contributions through the co-op, which involved working with the Head of Design and Brand to optimize the web experience through adding new functionality and Japanese language support.
- Improved the website performance by modularizing ~10,000 lines of stylesheet code and reducing page speed to 2.8 seconds, boosting the mobile performance to 98% (as measured by Google Lighthouse metrics).
- Maintained and researched ways to optimise the Mabl website's Search Engine Optimisation (SEO).
- In addition to core responsibilities, prototyped dark mode UI variants with the Product team on Figma.

## PROJECTS

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**Mood Foods: Design Capstone**

January 2025 – April 2025

- Utilized various UX principles and visual design techniques to create a three-part product that condensed complex research about the relationship between various foods and their neurological impacts, to help users build healthy habits and learn through play.
- Conducted 30+ hours of research through academic paper reviews, literature reviews and more, to understand the existing data about the subject matter.
- Designed the *Mood Foods* product which included: creating a brand identity, illustrating and designing a printable deck of 20 double-sided cards, an infographic system, product packaging and a companion app prototyped on Figma.
- Iterated recursively and participated in group critique sessions to enhance and refine the final product prototype.

**The Ecochrome Project**

January 2024 – April 2024

- Created a *Speculative Future* tool to explore the interdisciplinary space of creative coding and environmentally conscious design.
- Inspired by a study published by Google about the energy consumption of OLED screens, developed and designed a web-based tool to spread awareness about how small design decisions in virtual spaces can have real-world impacts on the environment.
- Prototyped a proof-of-concept in Figma and developed a web application using React. The website is hosted on Netlify and viewable at <https://theecochromeproject.netlify.app>.

**Milestone: Personal Financing App**

November 2023 – December 2023

- Prototyped an app on Figma to help young adults build healthy financial habits by presenting data-heavy information in a concise and digestible way, that is relevant to the target demographic.
- Interviewed students and researched current market solutions to understand the user's needs and define a clear problem statement that could be solved through the Milestone app.
- Conducted 20+ hours of research, user-testing and iterating to create meaningful micro-interactions.

**Spotify Memory Museum**

September 2023 – October 2023

- Wireframed and designed a hi-fidelity prototype of a new feature for Spotify that would encourage meaningful social interactions on the app, by utilizing UI/UX principles and methodologies like human-centered design and usability testing, to curate a unique and successful user experience.
- Designed several iterations and conducted 15+ hours of research and testing to study user interactions.
- Created a prototype beyond the screen by leveraging physical UX installation principles to create a dual-sided experience that leveraged the value of nostalgia and music, to encourage social interactions on Spotify.