

PROFILE

UX expert with 5 years of experience in user-centered, research-driven design for emerging digital platforms. Skilled in diverse design techniques with a focus on accessibility and playful user experiences.

EDUCATION

MS Human Computer Interaction, Georgia Institute of Technology GPA 4.0/4.0	08/2023 – 05/2025 Atlanta, United States
B.Des Industrial Design, National Institute of Design	06/2016 – 07/2020 Ahmedabad, India
Exchange Semester, Pforzheim University	03/2019 – 08/2019 Pforzheim, Germany

PROFESSIONAL EXPERIENCE

Graduate Research Assistant, Ka Moa Moa lab, Georgia Tech • Developing an AI-assisted lesson planner in collaboration with Olelo teachers to integrate Hawaiian cultural values and language nuances into STEM education • Led user research with Hawaiian teachers to design an intuitive AI prompting, ensuring familiarity, and accessible interactions for school and substitute teachers.	01/2025 – present Atlanta, United States
User Experience Designer, Contextual Computing Group, Georgia Tech • Designed and evaluated HCI principles, creating a unified design system and visual language for PopSignAI, an ASL learning app featuring sign production capabilities. • Researched and designed intuitive game mechanics to enhance affordance and accessibility, creating interactions tailored for new parents (Accepted at IUI 2025).	08/2024 – 05/2025 Atlanta, United States
Project Management Intern, Office of Information Technology - Georgia Tech • Led a cross-functional team of 5 to oversee the web and app development of the Campus Recreation website from ideation to launch, achieving 14,000 monthly active users with a 43% retention rate. • Managed four concurrent projects, conducting heuristic evaluations and UX audits to improve usability and enhance user experience across Georgia Tech websites.	05/2024 – 07/2024 Atlanta, United States
Senior XR Experience Designer, HoloWorld • Owned the end-to-end product development of an AR-based K-12 STEM learning platform, designing an interactive spatial UI to enhance concept learning. • Conducted XR research to gain insights using a motion capture suit for cricket and golf training, collaborating with Indian national players and coaches.	03/2021 – 07/2023 Mysore, India

RELEVANT PROJECT

Accessible Canvas Developed an accessible digital drawing tool as a visual communication aid for Blind and Low-Vision (BLV) users, conducting user interviews and leveraging Hugging Face AI models to enhance usability and inclusivity.
Space Lace, Algorithmic Crafts Lab Researched and designed various net structures and patterns for space debris removal in collaboration with the Georgia Tech Aeronautics Department and GTRI.

SKILLS

UX Design Product Design, Visual Design, User flows, Wireframes, Style guides, Prototypes, Data Visualization, Motion Design, Interaction Design, Mockups, Accessibility, Storyboarding, User Interface, Service Design	UX Research User research, Information Architecture, Task Analysis, Persona Study, A/B testing, User Testing, Systems Thinking, Data analysis, Cognitive Walkthrough, Usability Issues, WCAG	Tools Figma, Adobe CC, Adobe XD, Sketch, MS Office, Maya, Rhino 3D, Fusion 360 Sketch, Protopie, Framer, Webflow, Principal Shapes XR, Gravity Sketch, Unity, C#, HTML, JavaScript
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PUBLICATIONS

Game Mechanics for Sign Language Recognition-based Educational Apps, IUI 2025(ACM)

RECOGNITION

Student of the Year Nominee, Elle Decor

Shortlisted work, RSD Symposium 9

National Winner, Titan Nvisage

Pasch Scholarship, Goethe Institut

LANGUAGES

English – Fluent

German – Conversational

Tamil – Native/Bilingual

Telugu – Proficient

Hindi – Fluent

REFERENCES

Dr. Thad Starner, *Professor of Computing, Georgia Institute of Technology*
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Dr. Richard Henneman, *Director MS-HCI, Georgia Tech*
rhenneman@gatech.edu