

Sreesha Suresh

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Education

Indiana University-Purdue University Indianapolis
Master's in Human Computer Interaction (STEM)

Aug'24 – May'26
GPA: 3.90/4

Courses: Interaction Design Practices, Psychology of HCI, UX Design Ethics, Interactive Prototyping, Accessible Design

World University of Design, India
Bachelor's in Animation and Game Design

Aug'20 – May'24
GPA: 3.34/4

Courses: Game Level Design- Unreal Engine & Unity, Research and Methodology, Visual Scripting & Blueprinting for Games

Experience

Anheuser Busch InBev

Bengaluru, India

UX Design Intern

Apr'23 – July'23

- Led 8+ Website design projects resulting in achieving a 30% increase in project efficiency through streamlined processes and effective stakeholder engagement.
- Converted 7 clients successfully through strategic design solutions and project management, leading to a 25% increase in client retention.
- Developed and designed interactive real-time dashboards using Power BI, improving data accessibility by 40% and providing clients with actionable insights and enhanced data visualization capabilities.
- Created comprehensive design documents using Figma to guide the development process and integrated accessibility checks into the design workflow to ensure inclusive user experiences.
- Conducted thorough research and conceptualization to create visually appealing and functional dashboards and websites, resulting in a 35% increase in user engagement.

MYRL Tech

Pune, India

UI/UX Design Intern

June'22 – Aug'22

- Gathered secondary research, and performed in-depth competitive analysis to strategically position the company's website within the market.
- Conceptualized a complete redesign of websites using Figma and Spline 3D animation which accelerated customer retention by 60%, this redesign included the information architecture, UX, and visual design of multiple product-based websites and app

Hungama Digital Media Entertainment Pvt. Ltd.

Mumbai, India

Graphic and UI Design Intern

Nov '21 – Feb'22

- Redesigned and revised existing web pages using user testing feedback and comprehensive data analysis, resulting in a 45% increase in user engagement and a 35% decrease in bounce rates.
- Collaborated with teams to create high-impact graphics for marketing campaigns, using Adobe Photoshop and Blender for 3D graphics, resulting in a 60% increase in social media engagement and a 40% boost in follower growth.

Unsolved.Network

Bengaluru India

UX Design Intern

Aug'21 – Sept'21

- Designed user flows and interactive elements, contributing to a design system that enhanced visualization and consistency by 50%, leading to a more intuitive and cohesive user experience.
- Created high-fidelity prototypes using ProtoPie and Figma to accurately represent design concepts and functionality. Optimized these designs based on stakeholder feedback, leading to a 40% increase in stakeholder satisfaction and a more efficient approval process.

Almach Labs

Delhi, India

UX Design Intern

Mar'21 – Apr'22

- Led the end-to-end development of two warehouse dashboards using Power BI and Figma, improving backend workflow efficiency by 25% through streamlined data visualization and actionable insights.
- Conducted research and data analysis on consumer behavior, competitors, and market dynamics, identifying trends and opportunities that informed strategic decisions and improved competitive positioning.
- Created concept sketches, wireframes, and high-fidelity prototypes in Figma, developing user-centric dashboards that effectively communicated complex data and actionable dashboards that met stakeholder requirements.

Awards and Achievement

- Secured 1st place in two national UX Design Hackathons, competing solo against 40+ teams. Successfully delivered innovative digital solutions for social and sustainability problems within 24-hour constraints

Skills

- User Experience Design: Design Thinking, User-Centered Design, Data Driven Design, Information Architecture, Wireframing, UI and Visual Design, Prototyping and User Testing, Usability Testing, Responsive and Adaptive Design, Interaction Design, Product Design, SaaS Products, B2B, B2C, FinTech platforms/products, Accessibility, End-to-end digital products, E-commerce, communication skills
- UX Research: User Interviews, Competitive Analysis, Qualitative and Quantitative Research, User Persona, Data Analysis, Surveys
- Frontend Programming Languages: HTML, CSS3, JavaScript
- User Interface Design: Figma, Sketch, Miro, Spline, Adobe XD
- Visual Design and Motion Design: Adobe Photoshop, Illustrator, Animate, After Effects, and Premiere Pro, Graphic Design, Mockups
- 3D skills: Autodesk Maya, Blender, Adobe Substance Painter, Zbrush, Unreal Engine and Unity