Shriya Pandey

UX Designer/ UX Researcher

I am on a journey of designing the interactive relationship addressing critical human needs at scale. I work with cross-functional teams to identify opportunities that delivers holistic experience.

Linkedin
www.linkedin.com/in/shriya-pandey

Email
shriyapandey.01@gmail.com

Portfolio
www.shriyapandey.com

Phone
+1 650-307-9828

Location
San Francisco, California

Superpowers

● Cultural Compass   ● Harmonizer

Technical Skills

- Building information architecture, Customer Journey Map and Value propositions.
- User research, interviewing/ workshop facilitating and synthesis
- Storytelling, storyboarding and ideation
- System design relationship diagrams
- Iterating and testing low fidelity prototypes and visual brand identities
- Creating visual design system
- Building High fidelity prototypes

Software and Tools

Figma   Sketch   XD

Processing   Arduino   Photoshop   Illustrator

Education

California College of Arts
San Francisco, USA

Masters in Design | **Major – Interaction Design | GPA: 3.85/4**   Sep 2021 – Aug 2022

Currently, I'm completing my postgrad in Interaction Design from California College of Arts. I have learned to simplify complex interactions using craft-based design skills, systems thinking, and human-centred technology

Symbiosis Institute of Design
Pune, India

Bachelors in Design | **Major – UX Design | GPA: 3/4**   April 2013 – July 2017

I learnt and got trained to visualize and create functionality of design centering to human emotions and needs. Along with usability testing, information architecture, visual design, designing for social impact and accessibility

Experience

Aumhum | Role: Product Designer | Jul'21 – Jun'22 | Bangalore, India

Designed community feature for self care and meditation app (iOs)
UX Design and Visual Design | 12 weeks

Aumhum is a meditation and wellness app which is very popular in India and Russia. I have designed and shipped community features from scratch.

My roles included: This role required multidisciplinary approach like research, interaction design, prototyping, and visual design. I was working closely with the Product and engineering team and mentoring interns.

F1 Studioz | Role: Sr. UX Designer | Apr'21 – July'21 | Remote work

Leading UX Team for data onboarding service of global Neustar
UX Process and Implementation | 3 weeks | Client location – USA

Planned and executed the complete user experience for data operations system used by data scientsts and engineers to create analytical strategies.

My roles included: Collborating with multiple stakeholders, Defining key value propositions for the new features incorporated, designing low-fidelity prototype and testing them with the stakeholders, designing brand idenity and high-fidelity designs.

Moonraft UST Company | Role: UX Designer | Sep'2018 – Mar' 2021 | Bangalore, India

Designing Customer Relationship Management Platform for Otis Worldwide
UX Process and Visual Design | 4 weeks | Client location – USA

Designed an interactive experiences of customer relationship management platform of Otis Worldwide's sales department. Thereby, enabling seamless B2B and B2C stakeholder collaboration accross various geogaphies.

My roles included: Conducting secondary research, running heuristic analysis followed by framing strategy, and creating interactive designs for web interface of Windows.

Designing Asset Management Dashboard for Walmart Group.
UX Process and Design | 4 weeks | Client location – USA

Leveraged the existing experience of an asset management dashboard for security team. for the Walmart group, enabling the IT team for rapid monitoring and repair of malwares

My roles included: Conduted workshops with clients, designing wireframes, visual designs, creating interactions on dashboards, pritoritizing features building.

Designed an intuitive notes application for Dell
UX Research and Design | 12 weeks | Client Location : Singapore

Designed an intuitive notes application for Dell. This note application is for Samsung Galaxy S7 tablets. Creative tool that would enable users to capture information in form of text drawing mode. Allowing potential gesture for alternative interactions.

My roles included: Leading UX process, creating IA, user flows and thereby wireframes and prototypes. Collaboarting with visual designer and developers for sprint development.

Publicis Sapient | Role: Designer | Feb'18 – Aug'18

Designed a mobile and web interfaces for parent – child cruise lines.
Visual Designer | 8 weeks | Client Location: USA

Designed and certified multiple interfaces for a reputed cruise system called Carnival Cruise. Identified user experience issues across different sub-lines within the cruise system and implementing them in visuals. Designs were across web, mobile, and tablet interfaces.