

# Srithika Sheetal Suvarna

Indianapolis. Indiana. (Open to Relocation)

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Portfolio - <https://www.srithikasheetalsuvarna.com/>

## WORK EXPERIENCE

### Megaputer

UX/UI Designer | Indiana University Indianapolis

Indianapolis. Indiana.

Jan 2024 - Present

- Directed the comprehensive **redesign** of the Megaputer corporate **website** to enhance user experience and align with industry leadership.
- Performed **10+ competitive analyses** and reviewed **15+ academic sources**, including books and articles, to inform design strategies.
- Facilitated **6 stakeholder** and **3 user interviews** to gather insights, ensuring the redesign met both business goals and user needs.
- Conducted **4 rounds of heuristic evaluations** to identify and address usability issues, resulting in improved user engagement and satisfaction.

### Energy Systems Network

User Experience Designer | Indiana University Indianapolis

Indianapolis. Indiana.

Jan 2024 - Apr 2024

- Directed the comprehensive redesign of the Megaputer corporate website to enhance user experience and align it with industry leadership.
- Performed competitive analyses and academic research to inform design strategies, incorporating data-driven insights into design processes.
- Facilitated stakeholder and user interviews to gather insights, ensuring that design solutions addressed both business objectives and user needs.
- Conducted heuristic evaluations to identify usability issues and iteratively improved user engagement and satisfaction.

### Collabo XD

User Experience Designer | Indiana University Indianapolis

Indianapolis. Indiana.

Jan 2024 - Apr 2024

- Conducted comprehensive **user research**, including **10+ interviews** and **3 focus group sessions**, to identify key pain points in remote design collaboration and inform design strategies.
- Conducted **3 rounds of heuristic evaluations** to identify and address usability issues, resulting in improved user engagement and satisfaction.
- Developed a **comprehensive design system** for Collabo XD, enhancing consistency across the platform and **reducing future design and development time by 25%**.
- Incorporated gamification** elements and social features, **increasing user engagement by 55%** and fostering a vibrant community of designers on the platform.

### F Cube Studios

Junior Architect

Hyderabad. India.

Mar 2022 - Nov 2022

- Led a team of 4** in a dynamic startup environment, **overseeing end-to-end project operations** including site visits, 3D renderings, design iterations, and final presentations, resulting in a **95% client satisfaction rate**.
- Developed and presented preliminary design drawings, mock-ups, and color boards, effectively communicating complex architectural concepts to diverse stakeholders and securing project approvals, **ensuring seamless execution of 6+ architectural projects**.
- Spearheaded construction documentation preparation, including detailed drawings and specifications, while conducting thorough research on innovative building materials and adherence to local building codes, **contributing to a 100% compliance rate**.

## EDUCATION

### Master of Science in Human Computer Interaction

Indiana University Indianapolis.

Indianapolis. Indiana.

Jan 2023 - Dec 2024

### Bachelor Of Architecture

Jawaharlal Nehru Architecture and Fine Arts University.

Hyderabad. India.

Aug 2017 - Aug 2022

## KEY SKILLS

**Tools:** Figma, Adobe XD, Wix, Sketch, Illustrator, Photoshop, InDesign, Miro, FigJam, Notion, Procreate, AutoCad, Revit, MS Excel.

**Design:** Storyboarding, Information Architecture, Wireframing, Concept Design, Visual Design, Ideation, Usability Testing, Design documentation, Cognitive Psychology, UX Writing, Design Systems, User interface, Interaction design, User experience design, Customer Experience, UX writing, Brand Design (BXD), Design Principles, Prototyping, Design thinking, Web standards, Micro interactions, Visual design, Product Strategy, Balance business requirement and Product requirements.

**Research:** User Interviews, Surveys, Competitive Analysis, Participatory Design, User Flows, Field Observations, Contextual Enquiry, Secondary Research, Design Thinking, User Journey Mapping, User Personas, Usability Testing, A/B Testing, Heuristic Evaluation.