

SRITHIKA SHEETAL SUVARNA

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Portfolio - srithikasheetalsuvarna.com

EDUCATION

Indiana University, Luddy School of Informatics, Computing, & Engineering,

Indianapolis, Indiana.

Master of Science in Human-Computer Interaction.

January 2023 - December 2024

Church Of South Indian Institute Of Technology

Hyderabad. India.

Bachelor of Architecture

August 2017 - August 2022

TECHNICAL SKILLS

User Interviews, Surveys, Usability Testing, Journey Map, Storyboarding, Affinity Mapping, Problem Solving, Critical Thinking, Analytical skills, Figma, SketchUp, Adobe skills, Canva, Miro, AutoCad, Revit, Interaction Design, Visual Design, Information Architecture, Storyboarding, Flowchart, Wireframing, Prototyping, Microsoft skills, Painting, Sketching.

WORK EXPERIENCE

F cube studios – Hyderabad, Telangana. India.

August 2022 - November 2022

Junior Architect

- Develop preliminary design drawings and sketches and prepare presentations and reports for clients.
- Assist with client presentations and meetings and Visit construction sites to monitor progress and ensure compliance with the design

F cube studios - Hyderabad, Telangana. India.

February 2022 - July 2022

Architecture Intern

- Prepare design mock-ups and color boards and assisted with the coordination of construction projects
- Assisted with the preparation of construction documentation, such as construction drawings, specifications, and schedules and also researched on building materials and codes.

PROJECT EXPERIENCE

Starbucks: UX Research – Indianapolis. Indiana

September 2023 - September 2023

IDM Midterm Project : Understanding the user experiences with mobile ordering apps.

- Led a comprehensive UX research project to evaluate the user experience of the Starbucks mobile app, with a focus on college students and developed a detailed questionnaire and conducted in-depth interviews to gain valuable insights into user's interactions with the app.
- Identified key user pain points and opportunities for improvement and made recommendations based on the research findings.

Indoor navigation – Indianapolis, Indiana.

April 2023 - April 2023

Prototyping Final project : Prototyping- Interactive Systems

- Developed an indoor navigation tool that can be integrated into existing supermarket apps to improve the user's shopping experience and users will have the option to choose between 2D or AR interaction navigation.
- Tool includes routing options for the fastest route, store recommendations for exploring, and recommendations based on the shopping list.

Async – Indianapolis, Indiana.

April 2023 - April 2023

IDP - A social computing approach to social interaction in a Hybrid world.

- Designed and developed an asynchronous communication app for friends that allows them to connect in a variety of ways, including walks, podcasts and shared activities.
- Features include topics and playlists to make it easy for users to find and listen to podcasts that interest them, and a shared activities feature that allows users to read books, watch movies, and hang out together in a VR common ground, both synchronously and asynchronously.