Auboni Poddar

User Experience (UX) Designer

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Experience

Product Designer
sikka.ai
Sept 2021 - Present
- Introduced usability testing to the design process at the company by recruiting internal stakeholders for feedback on two existing products.
- Redesigned key user flows of two existing products to improve functionality, speeding up the process by 50%
- Collaborated with customer success to understand key user needs and engineering to understand restraints and time costs
- Demonstrated key functions and features to an audience of stakeholders
- Led the end-to-end design process including user stories, user flows, and user testing, and acted as point for all design deliverables
- Carried out working sessions with engineering to resolve product constraints.
- Converted from intern to full time (Sep 2021 - Dec 2021).

Freelancer:
Sofvie
Mar 2023-Apr 2023 (4 week Internship)
- Designed a high-fidelity prototype of a client/customer success operations dashboard with a team of four through a user centered design process, including user interviews, card sorting, and user testing.

UX Product Design Intern
Forth
Jun 2021 - Aug 2021
- Strategized UX flows to establish the functionality and direction of the mobile app at its early beginning stage.
- Conducted UI research and developed design elements.
- Carried out user interviews and usability testing and iterated design accordingly.

Director of Design
Davis Women in Computer Science
Jun 2020 - Jun 2021
- Advanced organization branding through new website design. Illustrated graphic elements and developed wireframes for the web developer.
- Created graphics and social media content for marketing club events.

Board Member on Marketing & Design Team
Davis Women in Business
Jan 2019 - Jun 2021
- Developed campaigns for recruitment season and events such as the annual OWN IT Summit at UC Davis. Designed several covers for main events.
- Created weekly media such as videos, graphics, and social media content for the club.

Education

Bachelor of Arts in Design, Minor in Computer Science
University of California, Davis
2017-2021

Springboard UX Design Certification
May 2022- August 2023

Tools

Figma, Sketch, XD,
Illustrator, Photoshop, InDesign,
After Effects

Coding

HTML/CSS, Javascript, React
C++, C, Python

Skills

Wireframing, User Research, User Testing, User Flows, User Stories, Branding, Prototyping, Sketching, Motion Design, Visual Design

Select Courses

Interactive Media I (HTML/CSS)
Interactive Media II (Javascript)
UI/UX Design
Human Computer Interaction
Prototyping
Web Prog. (React/Node)
IDEO: Designing for Change
Data Structures & Algorithms
Obj Oriented Prog. (C/C++)
Letterforms and Type
Form and Color