AMIRTA VARSHINI NATARAJAN

Indianapolis, IN| (317) 491 8329 |namirtavarshini@gmail.com | LinkedIn | Portfolio

EDUCATION

Indiana University, Indianapolis, IN   **Aug 2023 – May 2025**
Master of Science in Human Computer Interaction   **Current GPA: 3.9/4.0**

Sri Krishna College of Technology, India   **Mar 2023**
B.E in Computer Science & Engineering

SKILLS

- **Programming Skills:** Intermediate in C, HTML, CSS, Bootstrap
- **Design:** Concept Sketches, Design System, Ideation, Information Architecture, Mockups, Prototyping, Storytelling, Visual Design, Wireframing, Usability Testing
- **Tools:** Adobe Photoshop, Adobe Illustrator, Adobe XD, Figma
- **Language Skills:** Fluent in English, Tamil, and Hindi

WORK EXPERIENCE

Indiana University, Indianapolis, IN   **Aug 2023 – Present**
Research Assistant

- Led user research and designed UI for a data lab project, resulting in a 70% increase in user engagement (from 20% to 90%).
- Created user-centered web interfaces, including wireframes and prototypes, using Figma and Adobe XD.
- Developed responsive websites using HTML, CSS, and Bootstrap, improving accessibility and user experience.
- Conducted heuristic evaluation for the SAVI Data Tools website, identifying usability improvements and enhancing the overall user experience.

Learnovate Ecommerce, India   **Aug 2021 – Sep 2021**
Web Developer Intern

- Developed a personal portfolio website using HTML, CSS, and Bootstrap, showcasing technical expertise and creativity in web design.
- Gained hands-on experience with professional web development standards and best practices, enhancing project quality and team collaboration.
- Utilized Figma to design high-fidelity prototypes, ensuring smooth transition from design to development.

PROJECTS

Indiana University, Indianapolis, IN

Wearable Technologies for Public Safety   **Spring 2024**

- Developed a wearable smartwatch solution for first responders, integrating real-time vital sign monitoring, environmental toxin detection, and silent communication, leading to enhanced safety and operational efficiency.

UX Research Case Study on the DoorDash App   **Fall 2023**

- Conducted an in-depth UX research study on the DoorDash App, identifying major user experience issues and offering practical solutions, with the findings published to aid the broader UX community in enhancing app design for better user satisfaction.

Waste Management Case Study

- Completed a sustainable waste management case study, analyzing current systems and pinpointing improvement areas, using tools like Illustrator, Photoshop, and Figma for visual presentations, with a focus on eco-friendly solutions and innovative waste reduction methods.

Roommate's Chore Management Case Study

- Developed a multi-lingual, accessible roommate chore management app, using design tools for equitable task distribution. It underwent extensive evaluations, achieving a high usability score and continual enhancements based on user and expert feedback.

CERTIFICATION & ACTIVITIES

- Agile at Work: Getting Better with Agile Retrospectives, *learners linkedin*   **Spring 2024**
- Managing Project Uncertainty, *learners linkedin*
- Psychological Safety: Clear Blocks to Innovation, Collaboration, and Risk-Taking, *learners linkedin*
- Social and Behavioral Responsible Conduct of Research, *CITI Program*   **Fall 2023**
- Social/Behavioral Researchers, *CITI Program*