

# Shreeya Rajgarhia

User Interface/User Experience Designer  
Industrial Designer

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## EDUCATION

### Rhode Island School of Design (RISD)

2016 - 2020 | Providence, RI

BFA in Industrial Design  
Minor in Mind, Self and Behavior

### Massachusetts Institute of Technology

2020 | Boston, MA

Class: Product Design & Development

### Brown University

2018 and 2019 | Providence, RI

Classes: Digital World and UI/UX

## SKILLS

### UI/UX

Figma, AdobeXD, Sketch, Framer, HTML, CSS, Invision, Balsamiq, Lightwell

### Design

Product Design, Rapid Prototyping, Pitch Video, Animation, Processing, Alexa Skills, Arduino, Laser Cutting, 3D Printing, Wood Working, Toy Design, Soft goods

### 3D modeling

Rhino 3d, Solidworks, Solidworks Visualize, KeyShot, Blender, Z-Brush

### Adobe Creative Suite

Photoshop, Illustrator, InDesign, XD, Premiere Pro, After Effects

### Languages

English, Hindi, Bengali

## ORGANISATIONS

**RISD Alumni Association India** - Member  
(working on Covid-19 fundraising website)  
2021- Present | Remote

**MakeShift Circle** - Cofounder  
2020- Present | Remote

**Brown Space Engineering** - Member  
2017 - 2019 | Providence, RI

**South Asian Student Association**  
- Co President  
2017 - 2019 | Providence, RI

**RISD Orientation** - Leader  
2017 | 2018 | Providence, RI

## WORK EXPERIENCE

### NiteOut – UI/UX designer

January 2021 – Present | Remote

Creating a clickable prototype of the MVP social media app for a startup which leverages immersive 3D spaces and game mechanics to allow people to meet each other in an organic way. Collaborating with potential users, engineers and 3D artists.

### MoneyMouth - Freelance UX designer

February 2021 - March 2021 | Remote

Simplified a mobile app that connects social service organizations with volunteers. Made the app intuitive and fun by utilizing social elements and gamification.

### Orchid.Exchange - Freelance UI/UX designer

September 2020 - November 2020 | Remote

Redesigned a remote therapy platform for desktop. Identified key audiences and made targeted design decisions to encourage potential customers to register. Collaborated with the founders, designers and front-end developers to implement my designs.

### ShipQuid - Freelance UI/UX designer

August 2020 | Remote

Created a new structure, wireframes and final designs for consulting startup's website.

### RISD Industrial Design department - CAD lab monitor

Spring 2019 | Providence, RI

### Vitae Industries, Inc. - Industrial Design Intern

Summer 2019 | Providence, RI

Designed the second iteration of the device driver for their auto compounding device. Created training materials to ensure easy onboarding of pharmacists. Made renders for marketing, a quick start guide, a user manual and a 3D animated tutorial video.

### International House of Rhode Island - LACE Branding Fellow

Spring 2018 | Providence, RI

Consulted at a non-profit organization to help raise funds. Created a branding guide.

### RISD Centre for Student Involvement - Office Assistant

Spring 2018 | Providence, RI

### Emami Limited - Packaging Design Intern

Summer 2018 | Kolkata, India

## UI/UX STUDIO EXPERIENCE

### Massachusetts Institute of Technology - Product Design and Development

Spring 2020 | Boston, MA | Professor Jerome Arul, Steven Eppinger, Maria Yang

Worked with business and engineering students to develop a wearable product using agile product development methodologies. Aimed to reduce infant mortality rates. Lead development of the mobile app to allow parents to monitor their child's health.

### Brown Computer Science - User Interfaces and User Experience

Fall 2019 | Providence, RI | Professor Jeff Huang

Completed several projects including redesigning a startup's app using industry standard UI/UX software. Learned about human-computer interaction with a focus on designing user interfaces in collaboration with other students.

### RISD Industrial Design - Point, Click, Drag: Designing The Digital Interface

Fall 2018 | Providence, Rhode Island | Professor Stephanie Castilla

Explored how designers create digital services that solve real world problems. Developed skills in research, concept development, interface sketching, interactive prototyping and user testing through projects like a recipe app and health tracker.