Sadhana Ramaseshadri
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EDUCATION

University of Michigan

Masters of Science in Information | UX Research & Design   Grad May 2022
- **GPA:** 3.62/4.0
- **Extracurricular:** Manager, Michigan TAAL Competitive Dance

Bachelors of Science in Information | UX Research & Design   September 2017 - May 2021
- **Minor: Art & Design;** GPA: 3.55/4.0
- **Relevant coursework**: UX Public Field Research, Interaction Design Studio, Graphic Design, User Experience Design Capstone I & II, H in HCI, Usability Evaluation, Typography, 2D Art Studio
- **Extracurricular:** President, Students for Diabetes Awareness; Captain, Michigan TAAL Competitive Dance

PROFESSIONAL EXPERIENCE

UX Consulting Intern   May 2021 - August 2021
DNEP + Impact Studio for Local Businesses | Detroit, Mi
- Consulted with small business owners to **understand pain points on e-commerce sites post-pandemic.**
- Implemented redesigned e-commerce pages for 3 businesses in Detroit to increase conversion rate of online sales.

Undergraduate Research Assistant   October 2020 - May 2021
Social Innovations Group | University of Michigan
- Provided reports on research about digital employment tools for low-income job seekers via **written document and video** for public viewing for employment and supporting organizations, policymakers, and non-academics.

UI/UX Intern   May 2020 - August 2020
The Sukhi Project | Remote
- Researched and prototyped first launch of mobile app focused on B2B culturally sensitive therapy and mental wellness with user + market research, designing wireframes and conducting usability testing.

Design Intern   May 2019 - May 2021
Student Life Communications, Marketing & Design | University of Michigan
- Promoted internal clients by designing print and digital marketing materials and working with print publication companies to get products produced and delivered (MDining, Greek Life, UMMA, etc.).

PROJECTS

Farm Labor Access Network   September. 2020 - April 2021
Web Application UX | UX Researcher, Designer, Project Manager
- Conducted user research and usability testing to design iterative UI improvements to FLAN internal application, specifically to avoid deduplication of farm labor camp data.

Design of Digital Learning Objects   January 2021 - April 2021
Web Application UX | Project Manager, Designer | UMSI Design Clinic
- Designed an interactive site for STEM students at the University of Michigan to learn about writing scientific papers.

MOVE   September 2020 - December 2020
Interaction Design | UX Designer | 4TH PLACE WUD DESIGN CHALLENGE
- Conducted needs assessment, user research, prototyping, & usability inspection for AI/AR-based mobile application for physical therapy patients.

SKILLS   ## TOOLS

SKILLS		TOOLS
UI / UX / Product Design	Heuristic Analysis	Figma, Invision
Typography / Visual Design	HTML / CSS / JS / React	Altair, Tableau
Prototyping	Python	Wrike, Trello, Asana, Slack
User Research / Interviews	Usability Testing	Adobe Creative Suite(Ai, Ps, Id, Ae, XD)