

ANGIRA SHIRAHATTI

DESIGNER & DEVELOPER



SKILLS & TOOLS

Design

UI/UX, wireframes, typography, digital illustration, user research & usability testing methods, Adobe Illustrator, Photoshop & InDesign, Sketch, FramerJS, Flinto

Programming

Python, Java, C, PHP, HTML, SASS/CSS, Javascript, Android, Git, Arduino, Flask

CONTACT

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EDUCATION

University of California Berkeley (Expected Dec, 2016)

Bachelor of Arts, Computer Science - GPA: 3.6

PROFESSIONAL EXPERIENCE

Product Design Intern, Etsy (Summer 2016)

Designed tools and experiences on phone and tablet with Etsy's seller experience team, built prototypes and conducted user research, participated in rapid iteration and design critiques.

UI Intern, Shapeways (Summer 2015)

Designed and built features in the checkout/purchase experience at the New York based 3D Printing service and marketplace, participated in front-end architectural refactor projects and contributed to tech documentation.

Communication Designer, WONDER (Spring 2015)

Designed branding and marketing materials for a London based non-profit organization during my semester abroad.

TEACHING & LEADERSHIP

Teaching Assistant, CS160, User Interface Design (Present)

Currently designing lesson plans for and teaching weekly discussion sections, facilitating studio activities, and grading / providing feedback to students in UC Berkeley's User Interface Design class.

Instructor, Intro to Photoshop & Illustrator (Fall 2015)

Designed curriculum and taught an introductory course on the Adobe Creative Suite to students at UC Berkeley.

Team Leader, Innovative Design (Spring 2013 - Spring 2016)

Mentored and managed a team of beginner to intermediate graphic designers on various pro-bono marketing and branding projects. Organized campus events and workshops centered on design education and technology for social change.