

Chaitanya Prashant

Product Designer

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Education

University of California, San Diego

B.S Computer Science and Cognitive science, minor in Design / December 2020

Interaction design, Social computing, Interaction design startup, Advanced data structures, Programming languages, Entrepreneurship

Skills

Design

Interaction design, Visual design, Product thinking, Needfinding, Wireframing, Prototyping, User testing, Figma, Sketch, Adobe CC, Framer X + classic

Engineering

JavaScript, HTML/CSS, SASS, jQuery, ReactJS, AngularJS, Java, OCaml, C, C++, Python, Git

Leadership

Design at UCSD / Professional Development Chair

September 2018 - January 2019, San Diego, CA

Served as professional development chair for Design at UCSD, a pre-professional club for aspiring designers, hosting workshops and liasoning with industry partners such as Intuit and ServiceNow to help students ease into the industry.

UCSD Social Computing (COGS 123) / Undergraduate TA

September 2019 - Present, San Diego, CA

Undergraduate TA for social computing, a class taught by Professor Steven Dow. Responsibilities include facilitating discussion of social computing concepts, grading student work and providing guidance on class projects.

Projects

Releaf / Front end development

Designed and developed a progressive web application for community members wanting to give back through donations and volunteer time.

Venmo redesign / UX Design; Product Thinking

Redesigned Venmo to be more efficient in terms of transactions. Conceptualized a potential recurring payments feature after user research and explored how that fit within Venmo's current ecosystem.

Experience

Wizehire / Product Design Intern

June 2019 - September 2019, San Francisco, CA

Redesigned the e-mail template experience to save admins time and create persistent e-mail templates for hiring purposes.

Designed a new referral experience within the product to increase number of new user signups.

Worked on design system for the next iteration of the Wizehire product (UI Audit, Figma library, React)

PagerDuty / UX Design Intern

June 2018 - August 2018, San Francisco, CA

Designed new team heirarchy feature, reducing friction for viewing and managing team based user and object data on the enterprise product, in collaboration with a PM, designer, and two engineers in an agile environment. Also worked on a proof of concept internal tool for curating product insights and learnings into a central hub of information.

UCSD Protolab / Undergraduate researcher

September 2018 - Present, San Diego, CA

Contributing to efforts for the D4SD civic design challenge, conducting design research and interaction design for the web platform.

Researching better ways to give and recieve open source feedback under the supervision of Professor Steven Dow.

Learning Equality / UX Design Intern

September 2017 - December 2017, San Diego, CA

Designed and implemented dashboard for Coach and instructor reports on the Kolibri platform.

Performed remote user research on various user groups in Africa and South America to uncover needs..

Awards and Accolades

Kleiner Perkins Design Fellows - Named a finalist from a pool of 3000 applicants