

EDUCATION

The College of Wooster

Bachelors of Arts in Computer Science | **GPA: 3.7, Cum Laude**

2019 – 2023

Wooster, OH

SKILLS & INTERESTS

Technical: Figma, Adobe CC, UI Design, Usability, UX Research, JIRA, FigJam, Miro, WordPress

Programming: React, React Native, Node.js, HTML, CSS, JavaScript, Python, Git, Raspberry Pi, Tkinter, Torch

Interests: Sketching, Reading, Critiquing design decisions

EXPERIENCE

Product Designer

Fusemachines Inc.

June 2024 – present

New York, NY

- Utilizing AI driven solutions to create scalable interfaces using **Figma**, to optimize user journeys.
- Collaborating on **AI model research** and building **reusable UI components**, decreasing development time by **20%**.
- Led **usability** and **A/B testing** initiative resulting in a **13%** improvement in **user satisfaction** through preferences and behavior analysis.

UI Engineer

Archive Nepal

Sep 2023 – April 2024

New York, NY

- Developed interactive prototypes on **Figma** and converted them to **responsive web pages** using **React, CSS, and JavaScript**, leading to a **15%** reduction in bounce rates.
- Implemented new **Angular components** using **React** to enhance website performance, reducing performance time by **18%**.
- Enhance shareable social media previews with **Figma** and **React renders**, **boosting** user engagement by **7%**.

UI/UX Designer

The College of Wooster

Feb 2023 – May 2023

Wooster, OH

- Streamlined development processes converting **Figma components** to **React Native** reducing development time.
- Secured a **12%** increase in key **call-to-action conversions** and optimized website design through **A/B testing**.
- Optimized **page load time** by **compressing assets, implementing lazy loading, and improving frontend code**, resulting in faster performance and increased user engagement.

Data Analyst

Aetna, A CVS Health Company

May 2022 – July 2022

Hartford, CT

UI/UX Designer

Deerhold Pvt. Ltd.

May 2021 – July 2021

Lexington, MA

PROJECTS

Senior Independent Study | HCI, Raspberry Pi, Electric Paint | [Link](#)

Aug 2022 – April 2023

- Researched the evolution of **Human-Computer Interaction** and implemented the principles to design interactive appliances in a non-standard way.
- Investigated the potential of **Electric Paint** to create appliances on a physical canvas that outputs light and sound when the user touches the canvas.