

Po Bhattacharyya

USER EXPERIENCE DESIGNER

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WORK EXPERIENCE

Design Consultant | Zazzle

Jan '18 - present

Created a research plan to understand the motivations and behaviors of creative people, both amateurs and professionals; Currently prototyping concept ideas for new products and services at Zazzle.

Product Design Lead | California Academy of Sciences

Jun '16 - Jun '17

Launched the Academy's first online learning program as the design lead of a 5-person team; Led professional development workshops for the customer-facing team; Helped grow the customer base to 1,500+ youth and 500+ educators in 15 states.

Curriculum Designer | IXL Learning

Aug '14 - Jun '16

Designed IXL's science product as part of the content team; Drove product updates, such as new grading algorithms and interactives, for IXL Science; Built a product serving 1M+ customers and generating \$1.2M+ in revenue in its first year.

RECENT PROJECTS

The Talking Dead

Virtual reality game about storytelling, with live audience participation via Twitch.

Sunbeam

Mobile-first peer economy product for philanthropy.

Good Earth

Augmented reality app to promote eco-friendly behavior at the grocery store.

Rover

Conversational user interface for driverless cabs.

EDUCATION

Carnegie Mellon | Aug '18

Master of Human-Computer Interaction (intended)

GPA: 4.2

Brown | May '14

Bachelor of Arts, Geology-Biology

GPA: 4.0

Awards

Finalist, Student Design Challenge
Interaction Design Association | '18

Recipient, Royce Fellowship
Brown University | '13

SKILLS

Methods

contextual inquiry, surveys, affinity diagrams, scenarios, storyboards, personas, user journeys, wireframes, think alouds, usability testing

Tools

Adobe Creative Suite, Balsamiq, Sketch, Dialogflow, Unity, Storyline

Programming

HTML, CSS, JavaScript, Java