

Po Bhattacharyya

PRODUCT & USER EXPERIENCE

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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 ideas for a new product to encourage creative habits.

Product Design Lead | California Academy of Sciences

Jun '16 - Jun '17

Designed and built the Academy's first online learning program as the design lead of a 5-person team · Led professional development workshops for our network of educators · 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.

ACADEMIC PROJECTS

Game Designer | The Talking Dead

Designed a storytelling game in virtual reality with live audience participation on Twitch · Built a functioning prototype of the game for the Oculus Rift · Playtested the game live on Twitch.

Product Manager | Brick

Designed an augmented reality game for the intimate interpersonal space · Currently building a functioning prototype in ARCore.

EDUCATION

Carnegie Mellon | Aug '18

Master of Human-Computer Interaction (expected)

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

Process

generative user research,
low/med/high-fi prototyping,
information architecture,
motion design, visual design,
user testing, productization

Tools

Balsamiq, Adobe CC, Sketch,
InVision, Marvel, Framer, Unity

Programming

HTML, CSS, JavaScript, Java, C#