

Namaste

My Name is Siladityaa Sharma

Currently pursuing a degree in **Interaction Design**

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Portfolio www.siladityaa.com

Education

Art Center College of Design

BS - Interaction Design + Business Minor (with Honors)

Pasadena, California

Art Center Provost List for maintaining a GPA above 3.80

Recipient of Interaction Design Scholarship and Bradford Hall End Scholarship

Experience

Meta Reality Labs

February 2022 - Present

Product Designer, Ray-Ban Stories Smart Glasses

Los Angeles, California (Remote)

- Launched Spotify Tap in October 2022
- Shipped several targeted UX improvements within the Facebook View App onboarding experience to greatly improve the usability of existing features and to significantly lift topline metrics.
- Improved customer satisfaction from **4.0/5 to 4.2/5** and success rate on both iOS and Android, exceeding our goals for 2022 by **19% on iOS and 27% on Android**.
- Launched and rolled out dynamic loading management in August. We expect the changes to encourage **94% of iOS users and 62% of Android users** to update to the necessary app version to avoid any language disruptions.

Meta Reality Labs

June 2021 – September 2021

Product Design Intern, AR Glasses

Seattle, Washington

Under NDA: Worked on Augmented Reality Glasses based project.

- Brainstorming and identifying opportunities for new interaction models and features.
- Established the basic functionalities while staying aligned with the hardware limitations identified by other designers and the engineering team.
- Building scenarios to validate problem statements and find user needs.

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May 2020 - July 2020

UX Designer and Developer Intern

Los Angeles, California

- Completed multiple client projects simultaneously while being a part of important design decision meetings.
- Created highly responsive layouts to increase the scope of outreach and accessibility for the clients.
- Established a strong brand presence for a client by using an amalgamation of motion design and development. Led to a lightweight yet highly branded and easy to use web presence.
- Explored data visualization techniques for UCLA's Diversity Inclusion Labs

Skills

Key Skills

Leadership, Teamwork, Collaboration with other disciplines, Attention to detail, Design Thinking, Quick Learner, Problem Solver, Communication Skills

Interaction Design

User Experience Design, User Interface Design, Human-Centered Design, Journey Maps, Storyboards, User Personas, Empathy Maps, Archetype Development, Wireframes, Mockups, Low - High Fidelity Prototypes

Technical Skills

Figma, Sketch, InVision, Adobe Creative Suite, AR/VR, ML/AI, HTML5, CSS3, Javascript, Motion Graphics and Animation, Illustrations, Graphic Design, Unity 3D, Python, C#, Runway ML

Awards

- [MUSE Design Awards 2020: Gold Award](#)
- International Design Award 2020: Silver and Bronze
- [Featured in Dutch Design Week 2020](#)
- Adobe Design Achievement Awards - Semifinalist (2 times)