

REET AGRAWAL

CONTACT

WEBSITE

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EMAIL

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LOCATION

Providence, Rhode Island, USA

LINKEDIN

[linkedin.com/in/reetagrwal/](https://www.linkedin.com/in/reetagrwal/)

SKILLS

UI/UX

Figma
Framer
Invision
AdobeXD
User Testing

SOFTWARE

Java
Javascript
Python
HTML + CSS
React.js

HARDWARE

Arduino
Raspberry Pi

ADOBE SUITE

Photoshop
Illustrator
AfterEffects

3D PROTOTYPING

Laser-cutting
3D printing

3D MODELING

Fusion360
Unity3D
Autodesk Maya

EDUCATION

BROWN UNIVERSITY DEC 2021

B.Sc. COMPUTER SCIENCE

Relevant Coursework: User Interfaces and User Experiences, Human Factors, DesignStudio, Designing Humanity Centered Robots, Design and Fiction (RISD), Computer Animation, Computer Vision, Software Engineering, Data Structures and Algorithms, Intro to Object Oriented Programming

EXPERIENCE

IDEO CoLab FELLOW 2020

JAN 2020 - DEC 2020

IDEO CoLab

- I am a **hybrid user experience designer** and **programmer** for projects that range from circular economy to developing more accessible financial systems.
- I am pioneering a **Relay Sprint structure** that allows 20 fellows to collaborate on projects over the next two months.

REMOTION UI RESEARCH ASSISTANT

MAY 2020 - AUG 2020

BROWN HUMAN-COMPUTER INTERACTION LAB

- I did **end-to-end product design** for a UX research tool that replays the motion of a user's mobile. My work took the project from a prototype state to the product we launched.
- I developed a **smoother onboarding process** through **instructions** and **better feedback cues**.
- I **identified user pain points and iterated on the product reducing the errors by 10% and enabling interactions in 65% of the original number of clicks**.
- I designed the interface (**wireframing to product launch**) rooted in **user testing**.

UIUX TEACHING ASSISTANT

AUG 2019 - DEC 2019

BROWN COMPUTER SCIENCE

- I assisted in shaping Brown's **only** User Interfaces and User Experience design course.
- I **created course materials** such as assignments, labs and held weekly office hours.
- I helped a course of 200 **students understand fundamental concepts** behind **UIUX design, research, testing, and implementation** and provided them with **mentorship** needed to succeed in the course.

SUMMER ROBOTICS TECHNICIAN

MAY 2019 - AUG 2019

BROWN HUMAN-CENTERED ROBOTICS INITIATIVE

- I developed **hardware, software and design** components for a **robot cat as a pet companion** for the elderly (an NSF grant project).
- I **3D printed the cat** and added motor controls through servos connected to an **Arduino and Raspberry Pi** circuit that was coded in **Python**. This made the cat mobile and interactive.
- I collaborated with professional designers, researchers, doctors, roboticists, AI experts and entrepreneurs. My **interdisciplinary background** let me **effectively communicate between teams and I cut down the miscommunication** that previously existed.

LEADERSHIP & ORGANIZATION

CO-FOUNDING MEMBER

APRIL 2018 - PRESENT

DESIGN@BROWN

- Spearheading an initiative to bring design to Brown's curriculum more formally and helping current students pursue design through resources and mentorship.