

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
Adobe Creative Suite
User Research

SOFTWARE

Java
Javascript
Python
HTML + CSS
React.js

HARDWARE

Arduino
Raspberry Pi

3D PROTOTYPING

Laser-cutting
3D printing

3D MODELING

Fusion360
Unity3D
Autodesk Maya

LEADERSHIP

DESIGN@BROWN

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

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 researching and prototyping solutions with other fellows for bridging the trust between news sources and consumers as a **hybrid user experience designer and programmer**.
- I work with various stakeholders to manage the needs of a diverse consumer base as well as to collaborate with designers, programmers, researchers and managers.
- I am pioneering a **Relay Sprint structure** that allows 20 fellows to collaborate on projects over the span of two months.

UI/UX 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**.

UI/UX 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.

DESIGN ENGINEER INTERN

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.