Sree Mahit Munakala

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EXPERIENCE

InterDigital

Product Design Lead | MHCI Capstone

Jan 2022 - present • Pittsburgh, PA

- Prototyped and tested experiences with users to define experience metrics to evaluate 6G's adoption and performance
- Conducted user research to observe needs and behaviors of everyday users and identify opportunities for the adoption and application of 6G

Nutanix

User Experience Designer 2

Jul 2020 - Aug 2021 • Bangalore, India

Product Experience

- Researched the information security industry and analyzed competitors to identify opportunity areas for growth
- Wireframed and prototyped user flows to improve the overall customer experience of Nutanix Flow through an iterative process; took ownership and led the end-to-end design process
- Led design crit and review sessions with PMs and developers to evaluate feasibility and achieve cross-functional alignment

Design Team Initiatives

- Co-led efforts to grow the team's social media presence to connect with the design industry and build interest in the team; received buy-in from the design leadership to lead a team of 6
- Oversaw planning and scheduling for the 2020-21 intern hiring process; co-interviewed 4 candidates

Promoted to Designer 3 within 1 year of joining the team

User Experience Design Intern

May 2019 - Jul 2019 • Bangalore, India

- Researched, ideated, and prototyped solutions to improve the asset inventory management experience for IT admins
- Presented designs to the senior executives of the product

Received a return offer to join as a User Experience Designer

Bosch

User Experience Design Intern

May 2018 - Jul 2018 • Bangalore, India

- Defined 10 organisation-level design directions to increase efficiency in the engineering department within Bosch
- Analysed findings from 47 interviews to identify points of friction between teams; conducted 3 ideation workshops with 30 participants

EDUCATION

Carnegie Mellon University

Master of Human-Computer Interaction (MHCI)

2021 - 2022

Indian Institute of Technology Guwahati

Bachelor of Design (B.Des)

2016 - 2020

SKILLS

Research & Design

Contextual Inquiry, Competitor Analysis, Usability Testing, Storyboarding, Journey Mapping, Wireframing, Rapid Prototyping, Parallel Prototyping, User Flow Generation, Interface Design, Interaction Design, Motion Design, Responsive Web Design

Tools

Figma, Adobe CC, Rhinoceros 3D, Spline Design, HTML/CSS, JS, Arduino

PUBLICATIONS

The Infinity Process: A Design Framework for Interdisciplinary Problem-Solving

Design for Tomorrow – Volume 2. Springer, Singapore, 2021

Tackling Anger in Children with Hearing Impairment

Design for Children, 2020

Victoria – An AI-powered Knowledge Companion

10th Indian Conference on Human-Computer Interaction (IndiaHCI '19)