

Sravanti Vadrevu

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Education

Graduate: May 2024

Grade Point Average: 3.45/4.0

University of Minnesota Twin Cities, Minnesota

Major: Product Design

Minor: Political Science + UX

Job + Internship Experience

Design Researcher, *Pathways to Graduate School Program, University of Minnesota*

June 2023 - present

- Creating literature review and using findings to design a product for user group
- Gaining skills and knowledge to apply to graduate school through weekly program seminars
- Creating codesign kits and studying student user experience

UX Design Intern, *Optum*

June 2022 - August 2022

- Researched for and designed a Figma prototype in a Shark Tank environment to fix aspects of the onboarding process
- Presented prototype in-person to ~1500 interns to teach about UHG's design process as well as design thinking
- Developed skills related to UX Research, UX Writing, UX Design, and Design Thinking

Web Design Intern, *ISOCM, Eden Prairie*

December 2019 - May 2020

- Edited the official webpage and added new content using Wix.com
- Readied website for the 2020 music symposium and created and filled new pages with information such as speaker biographies and discounted nearby lodgings
- Introduced concepts of User Experience and User Interface Design

Clubs / Student Groups

D&D Club, Social Media + Marketing Officer

2023-4

- Creating all social media and marketing items
- Leading events for prospective and current club members

PDMN, Social Media Exec.

2022-3

- Creating and posting all social media posts on strict deadlines along with one other social media exec
- Managing and delegating work to a team of three social media underclassmen

Design Student and Alumni Board, Product Design Student

2022-3

- Ideating events for Product Design students along with other alumni and students in order to increase job opportunities and involvement for other students

Club Tennis Player

- Player on the club tennis team at the University of Minnesota Twin Cities

Certifications

UX Foundations - Research, *LinkedIn*

Jan 2022

Introduction to User Experience Principles and Processes, *~15 hours, Coursera, University of Michigan*

July 2020

Empathy in UX Design, *LinkedIn*

Dec 2021

Skills

- User Experience tools such as: Adobe Suite (Illustrator, Indesign, Photoshop), Figma, Solidworks, sketching, 3D modeling, rendering
- HTML, CSS, Java
- Project management, presentation, decision-making