

SHRIYA MARU

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EDUCATION

BDES in Interaction Design
Emily Carr University of Art +
Design, Vancouver, BC
2020 - 2024
Current GPA: 4.102/4.33

HARD SKILLS

Working in an agile environment
User and competitor research
Information architecture
Low to high fidelity prototyping
Recruiting users and testing
Communicating designs to stakeholders
Collaborating with developers
Negotiating with product and users
UX/UI documentation

SOFT SKILLS

Strong communication skills
Strong collaboration skills
Strong time management skills
Great attention to detail
Quick to grasp concepts

SOFTWARE SKILLS

Figma
Adobe suite
Kanban
Blender
Basics of HTML, CSS and JavaScript

INTERESTS

I have kept my passion for crafts alive by rigorously involving myself in art styles like macrame, mosaic and bamboo art.

REFERENCES

Jacqueline Gullion
Senior UX Designer at Kardium
jacqueline.gullion@kardium.com

PROJECTS

UX/UI design | UX/UI design internship at **Kardium**

Vancouver, Canada | May - December 2023

- Worked as a UX/UI designer at a medical solutions company using lean design methodologies in an agile software development environment.
- Conducted design sprints with the senior UX designer to support feature development and improvement, prioritized based on user and business goals and development cost.
- Collaborated with the usability team including human factor engineers to recruit users and conduct usability tests to investigate the usability of features within medical software regulations.
- Worked with UI developers throughout the design process to understand the technical limitations, to handoff and answer questions during development cycles.

Product redesign | UX design internship at **FirstHx**

Toronto, Canada | Sept - Dec 2022

- Conducted a 12 week design sprint, leading all efforts towards a redesign.
- Recruited and interviewed patients (new and old users of the product) to highlight pain points with the current product.
- Collaborated with cross functional teams to design an onboarding experience, progress tracker and to redesign the user interface.
- Advocated for user research and core design principles as the sole UX/UI designer on the team.

Our Dinner Table | Service, UX/UI design

University project | Sept - Dec 2022

- Won the **Best Student Project at Vancouver UX Awards' 23**
- Designed a one stop service that addresses the needs of seniors suffering from both food insecurity and senior isolation in Vancouver.
- Conducted competitor analysis to identify the gap, and brought overlooked stakeholders i.e. vulnerable seniors and culinary school students together, emphasizing mutual aid through the service.
- Prompted by a business model canvas I designed touchpoints that highlighted affordability and accessibility.
- Our Dinner Table may be taken forward by the Vancouver Economic Commission and Recycling Alternative.