

# Kaavya Singhal

## UX DESIGNER

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## EDUCATION

### Georgia Institute of Technology, **M.S. Human-Computer Interaction** / Aug'20 - Present

Relevant Coursework: HCI Foundations of Design, Research Methods, Mobile Apps and Services

### University of California, Berkeley, **B.A. Cognitive Science, Minor Computer Science** / Aug'17 - May'20

Relevant Coursework: UI Design & Development, Computations of Cognitive Modeling, Cognitive Neuroscience

## EXPERIENCE

### Georgia Tech, **Head Graduate Teaching Assistant** / Aug'20 - Present

- Teaching section of undergraduate students enrolled in Introduction to Cognitive Science
- As Head TA, managing the rest of the team and aiding with course logistics, structure, and recruitment

### UC Berkeley COLALA, **Experimental Designer** / Oct'19 - May'20

- Investigated differences in conceptualization of numbers among young children
- Designed experiment examining ensemble coding and gist perception of cognition
- Using quantitative analysis on data from 155 preschoolers, concluded number development age partitions in children

### UC Berkeley Kidd Lab, **App Designer** / Jun'19 - May'20

- Collaborated with team of PhD students in realm of developmental psychology
- Programmed Python-based application to test child curiosity and cognition and deployed application to researchers

### UC Berkeley Schroeder Lab, **Lead Researcher** / Aug'18 - May'19

- Conducted human-centered research examining behavior, trust, and overconfidence under Haas School of Business
- Directed studies about human-compatible AI and psychological implications

## PROJECTS

### FamBam, **Georgia Tech** / 4 months

- Documented in design portfolio
- Lead UX Designer
- Engaged with several single parents and team of researchers to design Figma interactive prototype targeting single parents seeking childcare

### SonoTech, **Georgia Tech** / 4 months

- Documented in design portfolio
- UX Designer and secondary UX Researcher
- Worked with Deaf Community and designed Figma interactive prototype emphasizing accessible technology within live concerts for those with auditory impairments

## SKILLS

### Design

Interaction Design  
Visual Design  
Product Design  
Wireframing  
Sketching

### Research

Storyboarding  
Affinity Mapping  
Usability Testing  
Survey Analysis  
User Interviews

## TOOLS

### Prototyping

Figma  
Photoshop  
Balsamiq  
InDesign  
Sketch

### Programming

HTML/CSS  
SQL  
JavaScript  
Python  
Java