

# Sarayu Krishna

## Product Designer

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Creative and adaptable Product Designer with 5+ years of experience in the design industry and a background in fashion design. Skilled in visual design, product strategy, color theory, collaboration, and leadership. Adept at solving complex problems and thriving in fast-paced environments. Passionate about building products that make the world little bit more efficient and beautiful.

## Work Experience

Shoptaki **UI/UX Designer (Contract)** 03/23 - 06/23

- Redesigned a unified digital identity mobile application that securely stores users important documents (government IDs, healthcare records and financial information)
- Analyzed current user experience through usability tests and competitor analysis. Identified design inconsistencies resulting in user drop-off.
- Based on results of research, AB testing, and collaboration with business stakeholders, designed new UI resulting in ease of use and better user flow throughout app

Athleta **Associate Designer, Color** 03/19 - 10/22

- Built category color palettes with flow and outfitting strategy that expressed elevated point of view and supported overall business goals
- Conducted competitor and customer research, keeping informed of all relevant trends, while keeping a customer and brand-focused lens
- Presented color and concept vision during cross-functional meetings, making sure product strategy was aligned for market success
- Created and updated processes within the color team to maximize efficiency and create consistency across several seasons

Fermata Health **Brand & Logo Designer** 8/22 - 9/22

- Created company branding and logo in partnership with CEO
- Collaborated with web design team to implement branding into website

## Projects

KIT **Product Designer** 11/22 - 01/23

- Designed a mobile application that enables users to maintain and strengthen long-distance friendships.
- Surveyed 70+ individuals and conducted in-depth user research, gaining valuable insights into overarching behavioral trends
- Created user personas and empathy maps synthesizing users' needs, desires, and pain points.
- Generated sketches and wireframes, iterating upon them to refine the design.
- Conducted extensive usability testing on the final high fidelity prototype, incorporating user feedback to make iterative improvements.
- Received positive feedback from users, affirming the value and efficacy of the product.

PostUp **Product Designer** 02/23

- Completed modified google design sprint and designed an ios app that helps users locate places to work remotely
- Synthesized research, identified pain points, mapped out user flows, created sketches and prototypes
- Created a hi-fidelity prototype and conducted usability testing to iterate and validate solution

## Education

Springboard  
**UX Design Certification**

08/22 - 06/23

Pratt Institute  
**Fashion Design, BFA**  
Presidential Merit Scholarship

09/14 - 06/18

## Tools + Skills

### Design Tools

Figma  
Adobe Creative Suite  
Miro  
Sketch  
Notion  
Marvel  
Vstitcher  
PLM  
Microsoft Office Suite

### UI/UX Design Skills

Wire-framing  
Prototyping  
Usability testing  
Design System  
Information Architecture  
User flows  
Empathy Mapping  
User Research  
Sketching

### Soft Skills

Communication  
Collaboration  
Self-Starter  
Adaptable  
Problem-Solving  
Empathy  
Curiosity  
Resilience