

# AROON MATHAI

✉ aroonmathai@gmail.com

☎ (412) 514 1455

🌐 aroonmathai.com

**Product Designer** with experience in product strategy and software engineering

## EDUCATION

### Carnegie Mellon University

Masters in Human Computer Interaction, School of Computer Science. GPA 3.84  
Pittsburgh, USA (August 2017 - August 2018)

### Vellore Institute of Technology

B. Tech in Computer Science and Engineering, School of Computer Science. GPA 3.65  
Vellore, India (June 2011 - June 2015)

## SKILLSET

### UX Research and Design

Accessibility Design  
Prototyping  
Usability Testing  
Info. Architecture  
Persona Building  
Journey Mapping  
Interaction Design  
Visual Design  
Contextual Inquiry  
Affinity Analysis  
Art & Illustration  
Motion Design  
3D Rendering

### Product Management

Scrum  
Agile Methodologies  
Google Analytics  
AWS, Firebase  
Jira, Clickup  
A/B Testing

### Software Engineering

Java  
C, C++, C Sharp  
Swift  
PHP  
Python  
SQL, MySQL  
HTML, CSS  
JavaScript  
AngularJS  
ReactNative

### Tools

Sketch  
InVision  
Framer  
Adobe Photoshop  
Adobe InDesign  
Adobe Illustrator  
Adobe After Effects  
Blender

## WORK EXPERIENCE

### Product Designer | Two Point Conversions, Inc. | Dec '18 - Present

- Currently leads the development of a mobile app that helps provide patients faster access to healthcare.
- Worked with the company's Founder and President to understand customer problems, create the vision for the product and create product hypotheses to measure success, while keeping the company's goals in mind.
- Created user flows, prototypes of different fidelities, assets and UIs based on user centered research and stakeholder interviews while validating each through multiple iterations of user tests.
- Takes part in code reviews and bug fixes to collaborate better with the Dev team and drive design while keeping their workflows in mind.
- As UX hire #1, mentors internal stakeholders on updating existing core products based on user research and usability testing, while positively impacting business goals.

### Product Designer | Mastercard, MHCI Capstone Project | Jan '18 - Aug '18

- Worked as a Product Designer and Technical lead on a new paradigm of authentication called Continuous Authentication.
- Led 1-2 week sprints (using Agile methodologies) and designed 9 prototypes, testing and validating each through multiple iterations of user tests.
- Our final product was a UX Guidelines website, that developers and designers could reference before integrating Continuous Authentication into existing or new products for mobile and web.

### UI Design and UX Research Lead | Bosch RTC, Corporate Startup Lab | Jan '18 - May '18

- Conducted research which included surveying 115 participants, developing personas, performing think-alouds and usability tests.
- Designed and prototyped an interactive, mobile annotation platform that incentivizes users to perform high-quality tasks.

### Associate Software Developer | Zynga, India | Jan '15 - Apr '17

- Worked as a full-stack developer on web games, Mafia Wars and FarmVille2. Was the Dev Lead on Mafia Wars and won the studio-wide 'Emerging Star' award for automating several features on Mafia Wars during my first quarter at the company.
- Worked on mobile games, DrawSomething and Dawn of Titans with small inter-disciplinary teams.
- Ported Draw Something from Marmalade to Cocos2d-x reducing load-time by approximately 80% and increasing games created per DAU by 47.45%
- Wrote high availability, highly scalable backend code to make Dawn Of Titans, Server Authoritative for which I won the company-wide 'Green Beret' award.