

AROON MATHAI

aroonmathai.com

aroonmathai@gmail.com

UI/UX Designer with experience in product management and software engineering

(412) 514 1455

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)

SKILLS

UX Research and Design

Accessibility Design
Prototyping
Usability Testing
Info. Architecture
Persona Building
Journey Mapping
Interaction Design
Visual Design
Contextual Inquiry
Affinity Analysis

Software Engineering

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

Product Management

Scrum
Agile Methodologies
Google Analytics
Jira
A/B Testing

Tools

Sketch
Invision
Framer
Adobe Photoshop
Adobe InDesign
Adobe Illustrator

WORK EXPERIENCE

UI/UX Designer | Two Point Conversions, Inc. | Dec '18 - Present

As the company's first UX hire, mentors internal stakeholders on updating existing core products based on user research and usability testing, while positively impacting business goals.

Currently works as Product Lead on a B2B2C mobile product that helps providers increase the number of new patients they see per year, and helps provide patients faster access to healthcare. Reports to the company's Founder and President and is responsible for the engineering, product and business development (Sales and Marketing) teams.

The product is currently being tested with different categories of small practices, with the goal of validating product-market fit.

UI/UX Designer | Mastercard, MHCI Capstone Project | Jan '18 - Aug '18

Worked as a UX Designer and Technical lead on a new paradigm of authentication called Continuous Authentication. 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/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. Worked on mobile games, DrawSomething and Dawn of Titans with small inter-disciplinary teams. Ported Draw Something from Marmalade to Cocos2d-x. Wrote high availability, highly scalable backend code to make Dawn Of Titans, Server Authoritative and won the company-wide 'Green Beret' award.

PROJECTS

Social Design, Making Pittsburgh Pedestrian Safe | Apr '18 - May '18

Conducted co-design sessions with people of Pittsburgh including the director of the Carnegie Museum of Arts and a manager at Starbucks to help make cross-walks at Pittsburgh safe.

Accessibility: Making Future Interfaces | Aug '17 - Dec '17

A portfolio of accessible web products I designed and developed for the Accessibility course taught by Jeff Bigham.