

Lydia Bhupathiraju

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PROFESSIONAL EXPERIENCE-

Megaputer

UI/UX Designer | Indiana University, IUPUI

Jan 2024- Present

- Conducted detailed market research, such as heuristics, competitive analysis and environmental analysis
- Interviewed 3+ stakeholders, 7+ users to understand needs and preferences
- Read 15+ papers to get better understanding of redesign strategies and performed think alouds and card sorting techniques

Wipro Technology Solutions

Sep 2021- Oct 2022

Network Engineer | Hyderabad,Telangana

- Streamlined testing procedures for newly installed hardware and software; implemented test automation tools resulting in a 40% decrease in testing time and a 25% increase in efficiency.
- Performed disaster recovery tasks and data backups to mitigate.

Networkx | Client- ROI Worx

Sep 2024- Oct 2024

UI/UX Designer | *Interactive networking app*

- Brainstormed and conducted 16+ interviews, 25+ survey insights, performed competitive analysis and build value proposition canva for better solution
- Performed Environmental analysis including market and economic forces, generated possible revenue model for the client
- Developed low-fidelity and high-fidelity wireframes to visualize potential design concepts, and performed evaluations and think aloud to iterate on the process

Teaching Assistant

August 2024 – Present

- Facilitated weekly discussion sections for 40 master's students in Human-Computer Interaction psychology courses
- Mentored students on integrating psychological principles into user research and interface design

Case Study | UX Research

2024- April 2024

Chess for visually impaired

- Engineered innovative tactile chess interface for visually impaired players, based on comprehensive analysis of 11+ academic and industry sources, addressing major accessibility challenges and significantly enhancing gameplay experience.

EDUCATION-

Indiana University Indianapolis

Indianapolis, IN

Masters in Human-Computer Interaction

Graduation Date :December 2024

Courses: Internet-of-Things Interface Design for Business Innovation, Interaction Design Practice, Psychology of HCI, Assistive Technology, Meaning and form

SKILLS-

Research: User Interviews, Surveys, Usability Testing, Google Analytics, Task Analysis, Market Analysis, Journey Map, Storyboarding, Affinity Mapping

Tools: Figma, Sketch, Adobe XD, Blender, Adobe Photoshop, Adobe Illustrator, Adobe Pro Suite, Adobe

Design: Interaction Design, Visual Design, Information Architecture, Sketching, Storyboarding, Flowchart, Wireframing, Prototyping, Typography

Languages: JavaScript, C/C++ Visual Basic, HTML, R, CSS