Anarghya Y S

UX DESIGNER

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SUMMARY

UX designer with a Computer Science background, combining interaction design with frontend development. Focused on making complex, data rich interfaces intuitive and translating design concepts into functional web experiences through rapid prototyping and AI assisted development.

EXPERIENCE

Product Design Intern | **Alchemic** | Case Study *May 2026 to Jul 2026*

B2B AI Customer Insights Platform | Remote

- **Designed, developed and shipped four marketing website pages** using HTML, CSS and JavaScript. **Inbound enquiries rose after launch**, per my manager.
- **Redesigned the insights dashboard** for brand teams into scannable cards with **progressive disclosure**.
- Translated wireframes into **functional React applications for clients** using AI coding tools.

UI/UX Intern | **Dategain** | Remote *Jun 2025 to Jul 2025*

- Designed **onboarding, profile and rewards flows** for an MVP that helps users gain confidence in online dating.

SELECTED PROJECTS

OneCare | **Medical Tourism Platform** | Case Study | Live Demo *Team of 4 | 8 weeks*

A platform that guides international patients through medical travel, from finding care to recovery.

- **Led frontend development** in HTML, CSS and JavaScript and deployed a responsive prototype.
- Defined **reusable UI components** and refined patient flows through card sorting and wireframe testing, adding alternative doctors when one is unavailable.

FNP Circle | **Group Gifting Feature** *Solo project | NextLeap Product Design Fellowship*

- Designed a **group gifting feature** for FNP, from research to an interactive Figma prototype.
- Designed a shared **decision panel** with voting, wallet payments and automatic reminders.

Giggles | **Tangible Learning Game for Autistic Children** *Team of 5 | 3 weeks*

Helps autistic children learn through predictable play with physical controls and on screen feedback.

- Built the **ESP32 prototype** and connected the hardware to the mobile screens.
- Coded the child facing screens with Try Again, Hint and Answer Reveal feedback, and applied **WCAG principles** by pairing on screen text with audio.

EXPERIMENTS

Interactive web experiments with live demos: Jurassic Escape | Vice City | Outdrive

EDUCATION

Master of Design in User Experience Design | *Jul 2025 to Present*

MIT Institute of Design | CGPA 8.65 / 10 (current)

Bachelor of Engineering in Computer Science | *2020 to 2024*

Malnad College of Engineering | CGPA 9.4 / 10

SKILLS

Design: User Research, Information Architecture, User Flows, Interaction Design, Wireframing & Prototyping, Usability Testing, Design Systems, Accessibility & Inclusive Design (WCAG)

Frontend: HTML, CSS, JavaScript, React, Responsive Web Design

Design Tools: Figma, FigJam, Illustrator, Draw.io **AI Tools:** Cursor, Claude, Codex, Lovable, Figma Make

ACHIEVEMENTS

- **Top Fellow** in a cohort of 30, NextLeap Product Design Fellowship, 2025.
- **Research contribution** at HWWE Conference 2026: “Postural Ergonomic Risks in Virtual Reality: Assessment and a Wearable Support-Based Intervention.” Role: product designer, ergonomics focus.