

Sneha Yalavarti

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EDUCATION

New York University, Tandon School of Engineering, Brooklyn, NY
Master of Science, Integrated Design and Media

May 2026

University of California, Santa Cruz

Bachelor of Science, Cognitive Science(HCI), Minor in Computer Science
Honors, GPA: 3.76

December 2023

TECHNICAL SKILLS

Design: Wireframing, Storyboarding, Prototyping, Visual and Interaction Design
Research: Empathy Mapping, Interviewing, Thematic Analysis, User Testing, Competitive Analysis, Heuristic Evaluations, Qualitative/Quantitative Analysis
Soft Skills: Leadership, Teamwork, Empathy-Driven Problem-Solving, Communication, Synthesis
Coding/Tools: C, C++, CSS, HTML, Python, Figma, Canva, Adobe Creative Suite, Google Suite, Unity
Languages: English, Hindi, Telugu

Experience

Tech4Good @ UCSC

UI/UX Researcher

Mar 2023 - Aug 2024

- **Collaborated** on the development of Blossom, a project that included a human bingo card system, using participatory design to foster authentic relationships in collocated settings, and **co-authored** a research paper documenting the design insights and impact on community building.
- **Implemented** user testing and iterative designs, **organized** design sprints, researched HCI approaches, and applied co-creation strategies to enhance event engagement and foster community-centric connections.

UX Skill Building Team Lead

Jan 2024 - Aug 2024

- **Led** a team of 9 undergraduate students, **developed** user research exercises, and **oversaw** the team's work, while brainstorming and **designing** solutions to better support UCSC students.

GBCS Group - SkyIt

UX/UI Design Intern

June 2023 - Aug 2023

- **Consulted** with marketing, front-end, and back-end teams, **engaged** with executives to gather requirements, and optimized UX/UI for cloud-driven enterprise softwares.
- **Created** workflows, prototypes, and a user interface for an automated RFP generator, **integrating** feedback through user testing.

Lead UX/UI Designer Intern

Aug 2023 - Sep 2023

- **Directed** a team of 6 designers, **spearhead** task assignments, meetings, schedules, and onboarding, while **fostering** a collaborative work environment.

Blueprint @ UCSC

UX/UI Designer

Oct 2023 - June 2024

- **Establish** and **deploy** features for a personality assessment web page for an educational organization.
- **Communicate** with the development team and stakeholders to ensure alignment and **understand** user requirements.

ASSIST Lab @ UCSC

Research Assistant

Jan 2022 - June 2022

- **Engineered** and **constructed** custom game environments using Unity for individuals with cleft lip and palate conditions.
- **Conducted** surveying, user research, and thematic analysis to **generate** feature recommendations for a social cues game.

ACTIVITIES

GraceHacks: UX/UI designer | **Blueprint:** UX/UI designer | **Creative Tech Design:** Marketing Officer | **UCSC Baskin:** Tutor
Voxel51 Visual AI hackathon(2024): Winner (Beginner Category)