

Kai Pandit

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EXPERIENCE

Service Design Intern

May 2024 – Aug. 2024

Electronic Arts

Redwood City, CA

- Owned EA Help's Next-Gen Web design system docs, publishing 100+ pages covering React components, patterns, anatomy, styling, and content/developer guidelines across Figma and Storybook on a custom-built docs site.
- Developed The Experience Atlas' Creation and Update Portal (TEACUP) to manage and track experiences at EA. Collaborated across teams with content and publishing to define the system's architecture.
- Managed, developed, and authored Service Design assets and the Sources of Truth for The Experience Atlas, including Journey Maps, Ecosystem Maps, a research plan, and a tooling assessment.
- Engaged in AI workshops for games, providing feedback on applications of AI in game dev, design, and production. Completed Frostbite's Creator Hub Training and actively participated in 20+ mentorship sessions and dev talks.

Software Engineering Intern

Aug. 2023 – May 2024

National Park Service

Remote, United States

- Developed 3D digital representations of the Lewis and Clark Trail using ML and Neural Radiance Fields (NeRFs), integrating GIS data and historical archives to build detailed web-based landscapes in three.js.

Software Engineering Intern

June 2023 – Aug. 2023

Merck

Kenilworth, NJ

- Authored Functional Requirement Specifications for RTL functionality and localization for EMEA's CMS.
- Collaborated with cross-functional teams to boost front-end accessibility and reduce user friction.

Software Engineering Intern

June 2022 – Jan. 2023

Merck

Kenilworth, NJ

- Utilized SageMaker for improved efficiency and data analysis on granular animal movement data.
- Co-authored "A More Granular View: How Collaborations Between Lab, Data, and Computer Scientists Enables More Efficient Data Capture and Usage," presented at the Merck Technology Symposium.

UX Intern

Jan. 2022 – May 2022

NASA

Mountain View, CA

- Good Design Award Gold Winner for Redesigning an Equitable NASA Service Experience for Small Businesses
- Published in Service Design Network's Touchpoint Journal for [Making Service Design Future-Proof at NASA](#)
- Designed concept UI for NASA's internal grants portal using Adobe XD and the US Government Design System, focusing on accessibility, government compliance, and usability improvements.
- Presented CX research strategy and product lifecycle review plan to SBIR/STTR leadership, providing recommendations on long-term program strategy, product priorities, and customer research objectives.
- Co-led an Agile Futures Research team, creating 400 data-driven insights, pain points, forecasts, signals, drivers, trends, and scenarios based on 150 user interviews for NASA SBIR program implementation.

ADDITIONAL EXPERIENCE

NASA Proposal Writing and Evaluation Experience

Sep. 2023 – Dec. 2023

Student Researcher

- Led and served as Primary Chair for a \$10,000 NASA Proposal Review Board, guiding a 10-person team to score proposals according to solicitation requirements.

Google SPS - Software Product Sprint

May 2022 – Aug. 2022

Participant (Selective Invite-Only Program)

- A 12-week, invite-only program for students to develop SWE skills with Google engineers.
- Deployed a web app for non-verbal children utilizing Vision API, Text-to-Speech API, and Datastore for voice recognition and image-to-audio.
- Engaged in weekly mentorship sessions with Google SWEs to refine techniques and best practices.

NASA L'SPACE Mission Concept Academy

Jan. 2022 – Apr. 2022

Student Researcher

- Analyzed volatile elements on the Moon's South Pole using systems engineering principles.
- Co-authored a 75-page Preliminary Design Report with mission concepts, trade studies, risk assessment, and cost estimation, plus a rover and CAD prototype in NX.

PROJECTS

Portfolio - 3D Web Scene (*React, Three.js, Howler*)

- Developed an interactive 3D scene using R3F, incorporating dynamic audio and visualizations with Howler.js, advanced post-processing effects, responsive 3D models, and original composed music.
- Built custom camera and motion controls; designed audio-reactive shaders from scratch.
- Optimized asset space with DRACO & efficient loading strategies.

kp_sys - A Design System (*Figma, Zeroheight*)

- Designed and implemented a modular design system in Figma, including components, typography, and color styles, optimized for flexibility and consistency with web standards.
- Defined and implemented design tokens for colors, typography, spacing, and shadows, facilitating consistency across multiple platforms.
- Authored comprehensive design system documentation in Zeroheight, showcasing components, style guidelines, and usage examples with interactive visuals.

EDUCATION

Master of Science - Computer Science

Dec. 2024 – May 2026

University of Texas at Austin

- Coursework: Parallel Systems, Natural Language Processing, Deep Learning, Advances in Deep Learning, Android Programming.

Bachelor of Arts - Computer Science

Sep. 2021 – Dec. 2024

Rutgers University - New Brunswick

- GPA: 3.55, Scores: SAT: 1500/1600.
- Coursework: Systems Programming, Quantum Computing, Cognition, Data Structures, Computer Architecture, Data to Manuscript in R, Honors College Innovation Lab, Computational Robotics, Algorithms.

TECHNICAL SKILLS

Languages: Ruby, C#, Python, Java, JavaScript, C, R, SQL, Kotlin

Tools/Frameworks/Libraries: React, Unity, three.js, Rails, Express, pytorch

Design/Misc. Skills: Figma, Service Blueprints, Dovetail, NX/CAD, Service Design, Design Systems