



Nehashree Tatavarthi

Product Designer

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Experience

Lead Instructor and Workshop Leader — Intro to Web Design Mission Bit

September 2024 – Present

- Mentored 30+ students through project-based learning in wireframing, prototyping, and front-end development, increasing project submission rates by 40%.
- Led 15+ interactive workshops and live prototyping sessions using Figma, HTML, CSS, and JavaScript to teach accessibility and UX principles aligned with industry standards.

Freelance Graphic Designer

Wastrel Society

September 2024 – October 2024

- Designed 20+ social media assets and album cover art across streaming platforms (Spotify, Apple Music) for NO NAZAR, an LA-based DJ collective, ensuring brand consistency in promotional campaigns.

Product Design Intern

OmnisynkAI

July 2024 – August 2024

- Conducted a market analysis on 5+ competitors in the SaaS/B2B space and built high-fidelity mockups and prototypes for data-driven dashboard redesigns that improved usability by 25%.
- Led the re-design and prototyping of interactive sales widgets, refining 4+ iterations by aligning user feedback with business objectives and e-commerce standards.
- Collaborated with cross-functional teams (Engineers, Product Designers, Founders) to seamlessly integrate the order management experience with the product listing and store integration flows.

Product Design Intern

Humancraft

June 2023 – August 2023

- Partnered with Product Design teams and UX Researchers to define and implement user-centered design strategies, improving digital experience across 3+ AI-driven healthcare products serving over 25 hospitals in the country.
- Spearheaded the redesign of the Parkinson's UPDRS dashboard, now the Provider Dashboard within Qr8's Cognition Suite, enhancing workflows for 200+ Parkinson's providers at Cleveland Clinic's Family Health Centers.
- Accelerated the product development process at Qr8 Health by reducing UX research synthesis time by 30%, enabling faster iteration cycles and feature rollouts.

Education

California College of the Arts

September 2020 – May 2024

Bachelor of Fine Arts in Interaction Design and a Minor in Computational Practices with High Distinction (GPA 4.0 and above)

Skills & Tools

UI/UX Design: Accessibility & Usability Standards, Brand Identity, Concept Storyboarding, Creative Coding, Design Systems, Information Architecture, Interaction Design, Presentation Design, Prototyping, Service Design, Site Mapping, User-Centered Design, User Experience/UX Design, User Flow Diagramming, User Interface/UI Design, UX Copywriting, Visual Storytelling, Video Editing, Wireframing

User Research & Strategy: Affinity Mapping, Competitor Analysis, Design Strategy, Ecosystem Mapping, Experience Mapping, Heuristic Evaluation, Journey Mapping, Persona Mapping, Research Synthesis, Systems Mapping, Usability Testing, User Interviewing, UX Research

Front-End Development: Web Design, HTML, CSS, JavaScript, p5.js, Node.js, React.js, Arduino, Squarespace, Wix, Framer

Graphic & Visual Design: Logo Design, Visual Hierarchy, Typography, Color Theory, Branding & Brand Identity, Content Design, Social Media Asset Design

Tools: Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign, XD, Premiere Pro, Dimension, Audition, After Effects, Acrobat), Canva, Sketch, Fusion360, Final Cut Pro, Pages, Google Suite, Microsoft Suite, Mural, Notion

Awards and Achievements

The One Club for Creativity All-Stars 2025 Grand Prize
AI + Global Health Hackathon, Winner
Portfolio Night San Francisco 2024 All-Star
Dean's Spotlight Award for outstanding capstone
2x Design Division Dean's List