

Meghna Kaligotla

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EXPERIENCE

VMware, Product Design Intern

JUNE 2022 – SEPT 2022

- Designed the customer onboarding experience for Project Trinidad, an API security platform that utilizes ML models for rapid detection of anomalous activity across microservices
- Conducted market and user research to understand customer needs and existing security solutions
- Led a co-design workshop to align team understanding of business goals and refine customer journey
- Collaborated closely with a design lead, product manager, and engineers on a team of 15

SuperWorld, UX Design Intern

MAR 2021 – AUG 2021

- Designed new AR mobile app features to supplement incoming NFT marketplace
- Simplified the AR creation process for the addition of geolocation and new object types: GIFs, Effects, and NFTs
- Shipped upgraded features for profile navigation and error prevention

Graduate Teaching Assistant, Georgia Tech

- Grad-level course: Introduction to Health Informatics

Research Assistant, UCI Health Informatics Lab

SEPT 2020 – DEC 2021

- Studied consumer perception and efficacy of iOS and Android apps that use FHIR-based APIs to import medical record data
- Collected and coded data, such as app descriptions, customer reviews, and categories from the top 1,500+ health-related applications in the Apple App Store and Google Play Store

PROJECTS

Focus Forest

Fall Project for HCI Foundations Course @ Georgia Tech

- Designing a mobile game that helps parents enrolled in higher education develop quality relationships with their children and spouse amidst academic and parental responsibilities

Carputty's Vehicle Valuation Tool

Fall Project for Psych Research Methods Course @ Georgia Tech

- Working with auto-financing startup Carputty to reinvent their vehicle valuation tool, arming customers with predictive data to make more informed vehicle financing decisions

EDUCATION

Georgia Institute of Technology

M.S. Human-Computer Interaction

Expected Graduation: May 2025

GPA: 4.0

Courses: HCI Foundations, Psychological Research Methods, Service Design, Creative Design Practices, Designing for Curiosity, Graduate Design Studio

University of California, Irvine

SEPT 2019 – JUNE 2023

B.S. Informatics, focus in HCI

GPA: 3.9

SKILLS

Design: Interaction Design, Wireframing, Prototyping, Responsive Web Design, Storyboarding, Product Thinking

Research: User Interviews, Surveys, Card Sorting, Contextual Inquiry, Affinity Mapping, Usability Testing

Tools and Languages: Figma, Adobe CC, Sketch, Miro, Python, HTML5/CSS, JavaScript, Java, React

HONORS AND AWARDS

AMIA Consumer and Pervasive Health Student Paper Award

Finalist in University of Washington's Figmaathon

LEADERSHIP

Design at UCI, President

Led all departments including design, executive, and industry outreach

Commit the Change, VP of Design

Led four product design teams of 30+