Nithya Duggaraju

UI/UX designer with a strong passion for user-centered design and creating delightful digital experiences.

*3+ years of experience in **Figma, Photoshop, Lightroom, Illustrator, Adobe XD, After Effects, and AI design tools.** Check out my portfolio -*
www.nithyadesigns.com

EDUCATION

University of Michigan, Ann Arbor | AUG 2024 - PRESENT
M.S. in Information - UX Research and Design

University of California, Davis | SEPT 2020 - JUN 2024
Bachelor of Arts, Design

Google UX Design Professional Certificate | JAN 2022 - OCT 2022
Completed a comprehensive UX design process course focused on user research, wireframing, mockups, prototypes, and user testing.
[Link to Badge]

PROJECTS/EXPERIENCE

UX Design Intern, atronous.ai
MAY 2025 – PRESENT

- Designed the e2e customer portal experience, streamlining **agentic AI-powered product catalog management.**
- Collaborated with developers and leadership to **translate agentic AI workflows into intuitive, user-friendly experiences.**
- Delivered interactive prototypes and design systems that **simplified complex data pipelines**.
- Expanded my design skills by learning how to **build UI experiences for LLM-powered (GPT/Gemini) platforms.**

UI/UX Intern, Patasala
JAN 2023 - JAN 2024

- Designed high-fidelity core features of an **educational technology** app (payments, enrollments, scheduling) in Figma.
- **Adapted interfaces** to academic cycles by surfacing seasonal priorities on the homepage (e.g., enrollments at term start, exam results at year end).
- **Iterated on designs** based on **stakeholder feedback** to translate research insights into user-centered design solutions.
[View Case Study]

Contact Info
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LINKS

Portfolio

Photography Website

SKILLS

Figma • User-Centered Design • UX for AI Platforms • Wireframes • Mockups • Interactive Prototypes • User Journeys • Visual Design Skills • User Research • Strong Oral & Written Communication

COURSEWORK

Principles of User Experience
Product Management

Automotive UX
AR/VR Application Design
Pervasive Interaction Design (IoT)
Designing Consumer Health Tech

New Frontiers in Generative AI
Wearable Technology
Graphic Design
Design Drawing
Intro to 3D Design

Java/Python Programming
Coding For Designers

Research Methodology in Psychology
Intro to Cognitive Science

Davis Design Interactive

SEPT 2022 - MAR 2024

- Collaborated on **UX design events and projects** with the **UI/UX student community** at UC Davis.
- Awarded **"Most Innovative UX"** for a project demonstrating **creative problem-solving and human-centered design.**

ArtSphere

OCT - DEC 2024

- Designed a **mobile art history community platform** for users to learn about artwork, explore museums, and connect with other art history enthusiasts.
- Created low to **high-fidelity prototypes in Figma** and validated design decisions through **competitive analysis, user research, and user testing with 15+ participants**.

Ultra Violet Band (Wearable Technology)

MAY - JUN 2023

- Designed and built a comfortable **wearable device** that detects UV radiation levels real-time and alerts users when exposure is harmful.
- Programmed an **Adafruit circuit** and integrated **hardware and UX design** for a functional prototype.

[View My Work]

Travel Planner

APR 2023

- Designed a **travel planning mobile app** that helps users with trip organization.
- Conducted user research with **surveys and interviews** with 15+ participants to identify user pain points. **Collaborated with a team** to develop wireframes, a design system, and a full interactive Figma prototype.

[View Case Study]