

TANYA SANGOI

CONTACT

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SKILLS

User Research

Rapid Prototyping

Information
Architecture

Wireframing

Usability Testing

Information
Visualization

TOOLS

Adobe XD

Axure

Sketch

Photoshop

Balsamiq

LANGUAGES

HTML/CSS

R

Javascript(D3.js)

Java

C/C++

SQL

Python

EXPERIENCE

UX Designer & Developer, Magic Leap | Jan 2019 – Present

- Designing an interactive AR museum exhibit for the Pacific Science Centre using the Magic Leap One Headset

UX Intern, Samsung | Nov 2018 – Feb 2019

- Incorporated user research feedback from to craft great experiences with the Samsung e-commerce team.
- Helped with both content writing and designing of the Samsung e-commerce website and Samsung Support

Research Assistant, COSSAR Labs at UW | Mar 2018 – Dec 2018

- Designed an information sharing system to relay critical information in times of traffic incidents between various stakeholders like the Police, Department of Transportation etc.
- Conducted qualitative research through interviews to understand the problem space and define user personas

UX Design Intern, Wally | Jun 2018 – Aug 2018

- Responsible for the dashboard redesign of Wally Pro, an IoT monitoring ecosystem for large residential complexes
- Collaborated with engineers to redesign the mobile application used for product installation to map to the user's mental model

EDUCATION

Masters in Information Management | Jun 2018 – Aug 2018
University of Washington | GPA: 3.83/4

Bachelors in Computer Engineering | Jul 2013 – May 2017
University of Mumbai | GPA 3.7/4

EXTRACURRICULARS

- Designed an educational game about melting polar ice as a part of **NASA's International Space Apps Hackathon**
- Selected for the **UW Libraries Digital Storytelling Fellowship**
- Presented a well-researched solution for Seattle's congestion & mobility problem in the **Imagine Mobility Ideathon**