

TANUJA SAWANT

UX RESEARCHER & DESIGNER

<http://tanujasawant.com>

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EXPERIENCE

UX Researcher | Google (Contract) Sept 2020 – Present | Sunnyvale, CA

- Regularly planning and conducting end to end generative and descriptive research studies across Google's internal tools in a rapid research setting
- Leading qualitative and quantitative research involving interviews, usability testing, diary studies, surveys, and tree testing to enhance collaboration and improve the productivity of 120,000+ Googlers
- Collaborating cross-functionally with UX designers, software engineers, product managers, UX writers, and UX researchers to work on internal News, Q&A platforms, website redesigns, Cloud integration tools, etc.

UX Researcher & Designer | GT Labs Aug 2018 – Present | Atlanta, GA

- Led UX Research and Design for a Dashboard design that supports contact tracers at Georgia Tech to effectively shortlist vulnerable individuals exposed to the COVID-19 virus. Built app requirements and designed prototypes from 0 to 1 for the dashboard while working with engineers, enabling Georgia Tech to move from remote to in-person classes, making the campus safer for ~ 10,000 students and staff
- Conducted user interviews, drafted design recommendations, and built wireframes for a desktop user interface for faculty to award secure and verifiable Blockchain-based digital credentials. [Link to article](#)
- Spearheaded research and design for an AI-powered VR installation game to make it explainable and engaging. Leveraged game design principles to ideate task flows and develop Unity Prototypes to test key features. Published research at ICC 2019. [Link to publication](#)

UX Intern | ADP May 2019 – Aug 2019 | Alpharetta, GA

- Transformed Information Architecture, facilitated user research, and created low-fidelity wireframes for the home page of WorkforceNow, ADP's HR & Payroll software adopted by 10,300+ companies
- Integrated user feedback and business requirements from cross-functional teams. Identified research questions, formulated hypotheses, and analyzed research findings for the redesign of ADP's WorkforceNow platform. Re-designed UI components for ADP's design system using atomic design

Research Intern | Microsoft Research Jan 2018 – Jun 2018 | India

- Single-handedly scoped, defined, planned, and conducted end-to-end design and research studies for a spatial audio equipped accessibility framework for RPG video games for PC and Microsoft HoloLens by leveraging game design and inclusive design principles
- Conducted task-based usability testing and interviews during research and design iterations. 83.33% of users with vision impairment found the accessibility framework completely usable. Demo presented at the ASSETS 2018 conference. [Link to publication](#)

EDUCATION

Georgia Institute of Technology

August 2018 – May 2020

M.S. Human-Computer Interaction

BITS Pilani, India

August 2013 – May 2018

B.E. Computer Science,

M.S. Physics

SKILLS

Research

Interviews, Usability Testing
Surveys, Literature Reviews
Data Analysis, A/B Testing
Heuristic Evaluation, Personas
Field studies, Concept Testing
Cognitive Walkthrough
Card Sorting, Tree Testing
Information Architecture

Design

Wireframes, Sketching
User Journeys, Storyboarding
Task Flows, Interactive Prototypes
Conversation Design

Tools

Balsamiq, Sketch, Excel
Qualtrics, Figma, Invision
Principle, Adobe Illustrator
Adobe Photoshop, Unity

Programming

HTML, CSS, D3.js, JavaScript, C++

ACHIEVEMENTS

Member of HCI Grad Council

Elected by 120 students, 2019-2020

Co-Founder, College Emcee Club

Gold Medalist, Women's Soccer at Spree - India's biggest inter-collegiate sports festival