

# Tanu Khandelwal

I'm a **UX Designer** with a background in Information Technology. I am passionate about gathering user requirements and integrating them into useful designs. Proficient in backend & front-end technologies. Experienced in Agile.

<http://tanukhandelwal.com>

<https://github.com/tanukhandelwal>

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## UX SKILLS

User Research, User Interviews, User-Centered Design, Wireframing, Information Architecture, Affinity Diagrams, Content Structuring



## DESIGN TOOLS

Adobe Illustrator, Sketch, Balsamiq, InVision, R, D3, IDEO Method Cards, Tableau



## DEV TOOLS

React.js, HTML, CSS, WordPress, JavaScript, Java, Android Programming, Web Services (REST and SOAP), Objective-C, Oracle 10g, Git



## EDUCATION

**MS in Information Management  
Specialization in UX Design**  
University of Washington, Seattle WA

**Bachelor of Engineering  
Information Technology**  
University of Pune, Pune India

## EXPERIENCE

### Interaction Designer II | FUJIFILM SonoSite, Seattle WA

July 2017 – Present

- Developed digital touch-based user interfaces for the next-generation products
- Created wireframes, conceptual diagrams, and interactive prototypes to modernize the ultrasound experience and validate it with doctors and physicians
- Partnered with PMs, clinical specialist, engineers, and industrial and visual designers, overseeing the implementation of the user experience

### UX Design Intern | Siemens Healthineers, Seattle WA

Jun 2016 – Jun 2017

- Worked in Siemens's User Experience group developing user interface requirements, creating designs, and conducting usability tests for ultrasound systems
- Solved key problems with previous designs by better grouping similar functions, clarifying information architecture, and leveraging flat design aesthetics

### TA - Human Computer Interaction | University of Washington, Seattle WA

Mar 2017 – Jun 2017

- Led in-depth classroom discussions on design thinking that were intended to provoke and stimulate creativity in students

### Data Visualization Lab Instructor | University of Washington, Seattle WA

Sep 2016 – Dec 2016

- Taught user-centered design process to a group of 23 data science graduate students
- Instructed students in creating visualizations using D3 and Tableau

### Software Engineer | REI

Jan 2013 – Apr 2015

- Worked as backend and frontend developer improving REI's user experience by identifying and fixing production issues
- Identified and corrected 60 technical problems in Java, leading to a direct increase in online sales

### Software Engineer | Various Clients

- Developed front end screens, SQL queries to provide weekly and monthly reports, prepared design documents, impact analysis and test cases for code before moving it to production for clients like Toys"R"Us

## INDUSTRY SPONSORED PROJECTS

### Google | Capstone Project | UX Designer

Oct 2016 – Mar 2017

- Produced user requirements specifications, conceptual models, storyboards/scenarios
- Designed low and high fidelity prototypes and visual design artifacts
- Created digital assets to communicate product function and intent, user interaction, and screen hierarchy

### Amazon | Relational Database Usability Study | UX Designer

Jan 2016 – Apr 2016

- Designed and created a baseline usability study of Amazon RDS
- Participated in project planning, persona creation, participants recruitment, data collection and usability report

## ACHIEVEMENT

### First Prize | Microsoft Imagine Cup Big Idea 2016 | Project Name: Carrots UX Designer | Team Size: 4

- Carrots is an educational dashboard that allows a user to discover career opportunities across different industries within a geographic location and view centralized information.
- Developed high fidelity prototype for the Carrots app
  - Ensured the prototype delivered appropriate level of information and interaction