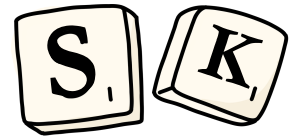


SHREYA KRISHNAMURTHY

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WORK EXPERIENCE

Experience Design Intern, U.S. Bank

June 2026 - Aug 2026

- Conducted discovery research with designers across multiple business lines to identify AI adoption patterns, workflow opportunities, and barriers to use.
- Designed user research studies to understand the impact of framing on trust in AI-powered financial recommendations.
- Developed methodologies for AI-powered onboarding and knowledge discovery to improve visibility into organizational structures.
- Contributed to brand redesign templating patterns.

UX Design Intern, PipingRock Health Products

June 2025- Aug 2025

- Conducted user research on 20+ in-house brands using Microsoft Clarity to identify usability issues and behavioral insights, analysing heatmaps, session replays, and click data to identify underlying issues on the pages.
- Researched and drafted UX/UI improvements across different brand PDPs, homepages, and cart pages to enhance user flow and conversion rates.
- Designed squeeze pages on Adobe XD to improve conversion rates.
- Created mockups in Lovable to propose a new article page layout, improving readability and user retention.
- Designed supporting UX elements: sticky CTAs, low stock messaging, product bundle layouts.

Lab Manager & Research Assistant, Systems Neuroscience Lab Nov 2024- June 2026

- Worked with Dr. Douglas Nitz, Professor of Cognitive Science to understand how humans make sense of impossible non-Euclidean and non-metric worlds in a VR setting.
- Created virtual environments compatible with Unity and Unreal Engine to help understand cognition of navigation.
- Lead and conducted user testing using VR and additional components for cognition experiments with the lab.

EDUCATION

UC San Diego

2023 - 2027

BSc in Cognitive Science Specialising in Design and Interaction

BA in Interdisciplinary Computing and the Arts (CS + Art)

- GPA: 3.93
- Resident Assistant at Eighth College
- Research Assistant at Protolab & Lab Manager at Systems Neuroscience Lab
- Honors Society, Computer Science & Engineering Society, Design for America

KEY SKILLS

UX Research & Design

- Behavioral analytics
- Comparative analysis
- User flow evaluation
- Wireframes and Prototypes
- Conversion-focused design

Tools

- Creative Cloud Software
- Figma and Adobe XD
- Blender, Unity, Unreal Engine
- Touchdesigner
- HTML, Java, Python
- DScout, Optimal Workshop