

Ritika Gupta

UX Designer in pursuit of thoughtfully creating more inclusive and accessible products.

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| EDUCATION

University of Washington, Seattle

Bachelor of Science
Human Centered Design and Engineering
Human-Computer Interaction Focus
Minor in Global Health
HCDE Award for Academic Excellence

| SKILLS

UX

Interaction Design
Content Strategy
Wireframing
Rapid Prototyping
User Flows
Information Architecture
Affinity Diagramming
Visual Design
User Research Methods
Usability Testing
WCAG Compliance

Tools

Figma
Sketch
Adobe XD
Adobe Illustrator
InVision
Proto.io
UserTesting
Rhino
Arduino

Programming

HTML / CSS
Python
JavaScript / React

| EXPERIENCE

Target, Senior Product Designer

Senior Product Designer, May 2021 - Present
Product Designer, April 2020 - May 2021

Collaborating with product, research, accessibility, engineering, and merchandising partners to strategize and design a new multi-page Deals Hub experience across app and web.

Resideo, Interaction Designer

July 2019 - March 2020

Created sitemaps, wireflows, mockups, and prototypes for web, mobile, and product interfaces. Surfaced and shared accessible design guidelines to enable the Global Experience Design team to build more inclusive smart home products.

UW HCDE Department, Course Assistant

September 2018 - June 2019

Evaluated HCDE-prospective students' work, recognizing both distinction and areas for improvement. Mentored in areas such as interaction design, ideation, prototyping, and user research.

Honeywell, Interaction Design Intern

June 2018 - August 2018

Designed wireframes, user flows, and installation guides. Presented high-fidelity mockups and prototypes of an innovative, interactive art concept, which allows homeowners to view and control the status of their homes.

| PROJECTS

BoBo, Product Designer

September 2018 - Present

Creating an interactive teddy bear that teaches young kids to identify, communicate, and cope with their emotions. Conducted ethnographic research, built a prototype, and tested its usability. Partnered with Seattle Children's Hospital to further develop the content and refine the bear's design.

HuskyADAPT (Accessible Design + Play Tech), Product Designer

October 2017 - March 2018

Prototyped a transfer device for persons with limited mobility with steel rods, linear actuators, etc. Interviewed experts with disabilities, sketched, and ideated potential design solutions.