

Neha Deshmukh

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EXPERIENCE

Product Designer and Technologist, InterDigital

JANUARY 2022 - AUGUST 2022 • CARNEGIE MELLON UNIVERSITY, PA

- Explored futuristic technologies using the concept of advanced 6G networks with a cross-functional team of designers, researchers, engineers, product managers.
- Conducted user-centered research to understand the contexts of use of 6G technology, identify opportunities for technological intervention in current user lifestyles, and transform the internet from a service to an interactive experience.
- Innovated prototypes and prototypes driven by emerging technology like immersive environments, extended reality (AR, VR), ubiquitous computing, and web or mobile based interconnected devices.

Research Assistant, UX of AI/ AI as a Design Material

SEPTEMBER 2021 - DECEMBER 2021 • CARNEGIE MELLON UNIVERSITY, PA

- Ideated resources that explain AI capabilities to encourage designers to incorporate artificial intelligence into new products and services.
- Referred to a custom taxonomy to develop interactive forms (e.g. web apps, data visualizations) as informative guides for AI concepts.
- Developed an interactive moodboard concept that categorizes AI capabilities by type of input and its corresponding action or use.

Marketing Assistant,

UC Davis Graduate School of Management

APRIL 2019 - JULY 2021 • DAVIS, CA

- Created print documents, digital graphics, animations, and student engagement deliverables for multimedia platforms with Adobe Creative Suite.
- Supported graduate business programs with skills in digital design, web design and programming, content management, and data handling.

Undergraduate Student Researcher,

Interactive Organisms Lab (IOLab)

SEPTEMBER 2020 - JUNE 2021 • DAVIS, CA

- Innovated with HCI and Wearable tech to augment human abilities.
- Conducted human-centered research, speech recognition development and programming, web design, and video and graphic animation.
- Co-authored a [publication](#) 'GemiN' I' with 4 researchers, published in the proceedings of the Augmented Humans International Conference 2021.

Director of Design, TEDxUCDavis

OCTOBER 2019 - JUNE 2021 • DAVIS, CA

- Recruited and mentored a team in graphic, interaction, animation, and web design to create design deliverables for audience interaction.
- Collaborated with multiple teams on designs for print, social media, and web platforms for a conference of 10+ speakers/performers & 2000+ attendees.

EDUCATION

Carnegie Mellon University

PITTSBURGH, PA • AUGUST 2022

Master of Human-Computer Interaction (MHCI), School of Computer Science

University of California, Davis

DAVIS, CA • JUNE 2021

Bachelor of Arts in Design,
Minor in Computer Science, Honors

SKILLS

Tools

Figma, Sketch, Invision, Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Adobe After Effects, Adobe Premiere Pro, Miro

Development

HTML, CSS, JavaScript, D3.js, Python, JSON, Arduino, Java, ReactJS

Design Methods

User Experience Design (UX), HCI User Interface (UI), Interaction Design Ideation, Human Centered Design Product Design, Storytelling Usability Evaluation, Accessibility Wireframes, User Flows, Mockups Rapid Prototyping, Usable Interfaces Visual Design, Responsive Web Design Front-End and Back-End Development Animation, Motion Graphic Design Data Analysis, Agent-Based Modeling Project Management, Collaboration Leadership, Communication, Teamwork

AWARDS & HONORS

- UC Davis Chancellor's Civic Engagement Award, 2020-2021.
- Citation of Outstanding Performance, UC Davis Design Department, 2021.