

Radha Nath

PRODUCT DESIGNER

RadhaN108@gmail.com

(727) 458 2963

www.radha-nath.com

she / her / hers

EXPERIENCE

Product Designer | Change.org

July 2020 to Present

Led design projects to improve and grow the petition starter experience. Facilitated end-to-end design from identifying opportunity through design QA. Planned user research to identify opportunities and validate design solutions. Improved continuous product discovery practices within the product team.

Senior UX Designer | GoPro

Dec 2018 to May 2020

Led UX design for successfully launched cameras & accessories, HERO8 & MAX. Created detailed specs, prototypes, & presentations to drive design vision. Evolved GoPro's design system to construct high-quality interfaces & flows. Identified future product opportunities while aligning cross-functional goals. Improved cross-functional processes to maximize localization efficiency.

UX Design & Project Lead | numo

Jan 2018 to Aug 2018

Owned end-to-end design from ideation & prototyping to final UI & interaction. Shipped a high-fidelity, dynamic Framer prototype with positive user feedback. Conducted over 100 user interviews to inform & validate design decisions. Drove on-time delivery by managing sprints and ensuring team alignment.

UX Strategist | Purple, Rock, Scissors

Mar 2016 to May 2017

Defined UX strategy & design for app projects: clients incl. Disney & Hard Rock. Produced wireframes, IA mapping, flows, prototypes, & design documentation. Identified UX opportunities using interviews, competitive & heuristic analyses. Collaborated closely with PMs, engineers, & QA to implement designs to spec.

QA Analyst & Strategist | Purple, Rock, Scissors

Dec 2014 to Mar 2016

Managed project risk & bugs to deliver high-quality app & web experiences. Spearheaded a company-wide shift to an agile development process with JIRA. Authored user stories & detailed requirements for development & testing.

LEADERSHIP

Product Education Lead and Facilitator

Organized and lead the product discovery community of practice and product reading groups to improve product practices and processes at Change.org.

GoPro US DIB Force Chair

Directed internal employee organization focused on addressing diversity & inclusion. Worked with executive team to create a strategic roadmap & goals.

EDUCATION

Carnegie Mellon | Aug '18

Master of Human Computer Interaction

University of Florida | Dec '12

BS, Microbiology and Cell Science

SKILLS

UX Design & Strategy

user flows, prototyping, detailed specs, wireframes, ideation workshops, product roadmaps, information architecture, personas, scenarios, storyboarding

Visual Design

design systems, high-fidelity UI mockups, interaction prototypes, layout, typography, color theory, motion

Research

user testing, in-depth interviews, think-alouds, affinity mapping, surveys, contextual inquiry, heuristic analysis, literature reviews, diary studies, speed dating

RECOGNITIONS

C.org Hackaton Award 2021

Received "Most Creative Project."

Received "Best Overall."

MHCI Alumni Board 2020-2023

Leading community moderation projects.

SIGCHI & ACM 2019 Publication

Co-authored "A Synchronous Multiplayer Augmented Reality Game for Mobile Phones." Selected for & presented at the annual 2019 SIGCHI conference.

2019 CMU Event Panelist

Spoke on the *Tangible Design x UX* Panel.

a16z Generation Design Mentee

Selected for the 2018 cycle of the Andreessen Horowitz competitive mentorship program.