TANYA VERMA

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Portfolio

*Note: I require an employment pass after 7th August, 2024. However, I am on the MOE tuition grant hence I can apply for a waiver and do not require to be paid above the minimum pay requirement.

SOFTWARE SKILLS.

- Prototyping and presentation: Figma, Canva
- Adobe Suite: Adobe Photoshop, Adobe InDesign, Adobe XD, Adobe Audition
- Computer-Aided Design: Rhino 7, Autodesk (Inventor, Fusion 360)
- Rendering softwares: Blender, Keyshot 10
- Video editing softwares: Final Cut Pro, Davinci Resolve, Wondershare Filmora
- Programming Languages: Python | Arduino (C++) | Processing (Java) | JavaScript | HTML | CSS |
- Technical: Microsoft Office Suite (Word, PowerPoint, and Excel)

EDUCATION.

National University of Singapore

- Major in Industrial design, Bachelor of Arts; Minor in Interactive Media Development
- Expected date of graduation: May 2024

RELEVANT EXPERIENCE.

CDE5311 Essential Skills in UI/UX Design, Teaching Assistant   Aug 2023 - Present

- Curated Figma workshop for 30+ graduate students, fostering practical skills and facilitating creative exploration.
- Created course tutorial material to teach Figma to graduate students over 3 assignments and 1 lecture over the span of 4 weeks.
- Assisted students with their design process as well as Figma queries over the span of the semester.

EG3301R Ideas to Proof-of-Concept, Teaching Assistant   Feb 2024 - Present

- An Industry partnered studio with P&G using immersive technologies (VR, AR) for the retail industry.
- Assisting students with unpacking and analysing market research, with a focus on beauty and skin care.
- Guiding students through the ideation process and research by following the double diamond model to arrive at a final design proposal.

Sustainable Living Lab, Summer Intern   May 2023 - Aug 2023

- Curated and devised content within a team of 4 for projects on a global scale aimed at promoting digital literacy.
- Played a pivotal role significantly to content creation, course execution, and AI education, accounting for 50-80% of tasks, and concurrently supported team members through administrative tasks.
- Educated secondary school and JC students as an AI Trainer, and designed educational modules to introduce AI concepts.
- Crafted and delivered multiple presentations using Powerpoint and Canva to facilitate discussions with secondary school and junior college students as well as co-workers.

National University of Singapore, Interaction Design Intern   May 2022 - Jun 2022

- Developed Aru-scan, a scanner system allowing parents to build interactive activities for children making use of ArUco markers; Collaborated with a team of 4 students and an external partner, VIVITA, in organising a workshop as a part of IMDA's Digital for Life event.
- Iterated a DIY-friendly version of the Aru-scan system for a workshop aimed at teaching children about computer vision in a fun and playful way using Adobe Illustrator and Glitch; optimised code, created instruction guides, and guided students, resulting in an educational and enjoyable workshop experience for 15 participating children.

HoloTracker, User Experience Intern   Aug 2021 - Jul 2022

- Developing feedback survey questionnaires for Pilot testing and uncovering potential UIUX issues with the application and general feedback in terms of how the teachers feel using HoloTracker; delivered the survey 1 month prior to the Pilots to get input from the team.
- Led brain-storming sessions using Miro on potential new features for the application to improve user interactions and experience and narrowed down over 50 ideas down to 10 within the first session.
- Curated multiple user journey flows to ensure a smooth user experience for the teachers and students when using the application.

NUS Commencement 2022, Photo-editing Assistant   Jul 2023

- Led photo editing, enhancing 1000+ photos daily in Adobe Photoshop and Lightroom.
- Specialised in colour correction, cropping, and advanced editing, including removing artefacts like tassels on faces.
- Mentored colleagues in time-saving techniques like batch processing, editing, and exporting workflows, optimising team efficiency.