## Rhea Manocha

**UX** Designer & Researcher

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(510) 574-6964

## **Experience**

**Design Intern** 

Microsoft

May 2019 - Present

Designed the reporting feature on Stream to help unblock 1M+ MAU growth, and projected how feature could be extended Researched existing reporting models in 7 products

Generated wireframes and mockups in Sketch and Abstract

Led workshop series to spread design culture

**Undergraduate UX Intern** 

Freeform

Feb 2018 - Present

Collaborated with team to improve the ME 274 course website

Analyzed 6 interviews to identify student roles

Looked at 7 competitor websites based on co-created criteria

Prototyped UI improvements in Sketch and Marvel

Evaluated UI through 3 rounds of usability and preference testing

**Undergrad Research Assistant** 

UXP2 Lab

Jan 2018 - Present

Worked on a research grant about dark patterns Conducted 4 days of interviews and observations Wrote and presented research at local conferences Planned, conducted, and analyzed 4 lab study sessions Created a critical design fiction to extend dark patterns

**Product Design Intern** 

**Pivotal Cloud Foundry** 

May 2018 - Aug 2018

Shipped a getting started guide for Pivotal partners

Conducted 6 user + expert interviews, 12 usability tests, and 5 card

sorting tests to build context and evaluate the guide Designed guide in Figma through pair prototyping

Wrote user stories to communicate with cross-functional team

**UX Intern** 

Wrote guides on usability testing and UX practices to build team

knowledge

**Purdue OIRAE** 

May 2017 - May 2018

Analyzed user data through statistical analysis

Presented on design strategies

**UX Intern** 

**Zero Systems** 

Designed low & high fidelity prototypes for product MVP in

Sketch and Adobe Illustrator

Jan 2017 - Aug 2017

Applied Material Design patterns to guide UI development Collaborated through InVision, Zeplin, and Confluence

**Education** 

**Purdue University** 

UX Design (BS)

Aug 2016 - Dec 2019

Minors: Psychology, Management

Skills

UX

User research, problem framing, ideation, prototyping, testing

Tools

Sketch, Figma, InVision, Marvel, Zeplin, Abstract, Adobe Creative Suite

Development

HTML/CSS, Bootstrap, Java, Github