

NIMEELA DARIPINENI

DESIGNER | UX, PD & ID

SELECTED PROJECTS

Lia (Capstone Project) | Full Stack Designer [Apr '20 - Aug '20]

A wearable technology that uses ML to assist pregnant people with adapting to nausea during pregnancy (advised by Artefact)

- Led end-to-end product design & strategy
- Prototyped physical & digital user interactions
- Developed the entire system & lifecycle of the tracker

Clusters | UX & UI Designer [Mar '20 - April '20]

A mobile app that helps social clusters keep physical distance while maintaining social connections

- Created for the John Hopkins University COVID Challenge
- Led ideation & visual design of the application
- Prototyped keyframes and flows in Figma

Burke Learning | UX Designer [Feb '20 - Mar '20]

A mobile application that provides parents with tools to enhance their children's education beyond the Burke Museum

- Led the experience mapping
- Architected the application & user journey
- Animated micro-interactions in Principle

Oasis | Experience Designer [Sep '19 - Dec '20]

Spaces for empathy and support within clinic waiting areas for patients going through an abortion

- Led ideation & prototyping of the waiting experience
- Crafted the storytelling to different stakeholder segments
- Conducted usability tests with the target demographic

WORK EXPERIENCE

Freelance Design | UX, UI & Product Designer [Dec '18 - Sep '19]

- Designed & created website interfaces for clients globally
- Created custom digital & print books
- Advised on digital communication strategies
- Modeled CAD & physical prototypes

Mikes Lab | Industrial Designer [Jun '17 - Nov '18]

Prototyped and fabricated parts that assembled into hand-crafted hydrofoils and boards for kite-surfing athletes

- Produced carbon fiber & fiberglass parts
- Prepared CNC molds for prototyping
- Refined systems to streamline & triple production
- Tested and packaged finished products

INFORMATION

Portfolio: nimeela.com
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EDUCATION

Masters of Human-Computer Interaction & Design,
University of Washington | 2020

BFA Industrial Design, California
College of the Arts | 2017

SKILLS

Design Strategy
Rapid Prototyping
Physical Computing
Wireframing
Interaction Flows
Storytelling
Product Testing
Design Research
Systems Design
Project Management

TOOLKIT

Adobe Suite
Figma
Principle
Sketch
InVision
Proto Pie
Framer
Rhino
Solidworks
Keyshot
Fusion360
Miro / Mural
Microsoft Office