

SHREYA ANEJA

Product Designer | 510-993-4042 | shreyaaneja010@gmail.com | <https://shreyaaneja.com> | [linkedin.com/in/shreya-aneja](https://www.linkedin.com/in/shreya-aneja) | New York, NY

SUMMARY

Product Designer with 2+ years of experience spanning UX research, prototyping, visual design, and digital communications across enterprise, retail, and consumer platforms. I specialize in translating ambiguous problems into polished, user-centered interfaces through iterative prototyping and AI-assisted design workflows, delivering design work from concept through execution.

EDUCATION

CORNELL UNIVERSITY, Ithaca, NY **August 2025 – May 2026**
Master's Degree in Information Science, User Experience (UX) Design | GPA 3.72/4.00

FLATIRON SCHOOL, New York, NY **September 2024 – March 2025**
Product Design Certificate

CALIFORNIA COLLEGE OF THE ARTS, San Francisco, CA **May 2021**
Bachelor's Degree in Design

RELEVANT EXPERIENCE

Product Design Intern, Altheros Capital, Baltimore, MD **September 2026 – Present**

- Designing and improving apps for portfolio companies, including Cara AI (a health companion app) and Nerd Perfect.

IT & UX Innovation Intern, Richemont, New York, NY **June 2026 – August 2026**

- Redesigned customer-facing claims email templates and policies within Narvar, strengthening clarity, consistency, and usability across digital customer communications and reducing repeat inquiries by an estimated 20%.
- Created training presentations for the Narvar and Tracer self-service platforms and spearheaded digital innovation initiatives to streamline workflows, supporting onboarding for 15+ team members and cross-functional collaboration across 3 teams.

User Experience (UX) Researcher & Designer, Assurant, New York, NY **January 2026 – May 2026**

- Researched and redesigned Assurant's customer service experience through an iterative, user-centered design process, exploring GenAI applications for IVR and translating customer needs into actionable product improvements.
- Designed and prototyped AI personas, voice interaction flows, and IVR experiences in Figma across 3 major design iterations, presenting design rationale to client stakeholders through weekly deliverables.
- Validated designs through 15 Wizard-of-Oz usability sessions across 2 rounds of testing, achieving 100% task completion and raising caller confidence from 3.5 to 4.5 on a 5-point scale.

Designer, Mavis Tire & MBH Architects, White Plains, NY / SF Bay Area, CA **September 2021 – September 2024**

- Designed 50+ international retail environments for Apple, producing visual concepts, 3D models, and branded retail signage for client presentations that optimized product placement and in-store merchandising.
- Managed up to 5 concurrent projects while maintaining quality standards, deadlines, and consistency across complex, fast-paced timelines.

PROJECTS

UX/UI Designer, BloomWell – Cornell HCI Studio **September 2025 – December 2025**

- Designed high-fidelity screens and a full prototype (AI chatbot, multilingual health library, play & learn) for a culturally sensitive sexual and reproductive health learning app.
- Iterated the design across 3 major revisions based on a 24-point heuristic evaluation and moderated usability testing, resolving 15 usability issues.

UX/UI Designer, Paws for Hope – 5-Day Design Sprint **March 2024**

- Designed a 5-page end-to-end fostering flow and a hexagon-led visual system for a BC-based nonprofit's website redesign, shipping 3 usability fixes within a 5-day sprint.

AWARDS & HONORS

- Women Take Tech Scholarship Award – Flatiron School, 2024
- Advanced Studio Comprehensive Development Award – California College of the Arts, 2021
- Interior Design Cultural Engagement Award – California College of the Arts, 2021
- CCA Merit Scholarship Award – California College of the Arts, 2018

SKILLS

Design Skills: Visual Design, UI/UX Design, Design Systems, Prototyping, User-Centered Design, Interaction Design

AI & Platform Systems: AI-Assisted Prototyping, Conversational AI Design, Human-AI Interaction, Voice Interaction Design

UX Research Skills: User Research, Usability Testing, Journey Mapping, Competitive Analysis, Data Analysis

Tools & Analysis: Figma, Sketch, Adobe Creative Suite, Canva, HTML/CSS, Jira, Microsoft Office, AI Tools (Figma Make, Claude, Lovable)