

SHREYA SENTHIL

(425) 219 - 7541

ssenth@uw.edu

linkedin.com/in/shreyasenthil

https://shreyasenthil.com

HUMAN CENTERED DESIGN & ENGINEERING

WORK EXPERIENCE



MAY - AUG 2022

Design Intern
San Mateo, CA

ROBLOX

Part of the Economy group within the Roblox App team helping developers build thriving and innovative businesses on Roblox.

JAN - MAY 2022

UX Intern
Remote

COLGATE PALMOLIVE

Lead the design efforts for the Missions feature in the Hum+Magik Kids Brushing app. Worked end to end and produced a high fidelity mockup to encourage better and more consistent brushing.

JUN - SEP 2021

UX Intern
Remote

CENTENE CORPORATION

Complete ownership over an internal project in the HCD team. Working alongside stakeholders to identify a challenge faced by the UXR team and design a high-quality solution to improve the workflow, communication, and organization.

SIDE PROJECTS



MAR - JUN 2022

Class Project
Seattle, WA

SALESFORCE CASE STUDY

Working under the mentorship of a Salesforce employee to conduct UX Research on NFT's and proposing brand strategy for Salesforce's expansion into the NFT marketplace space.

SEP 2021 - PRES

Design Lead
Seattle, WA

ENGINEERS WITHOUT BORDERS

Collaborating with designers and developers to prototype the UI for the Rainwater Systems Digital Display housed in the UW Population Health building.

EDUCATION



UNIVERSITY OF WASHINGTON, SEATTLE

SEP 2019 - JUN 2023

Human Centered Design & Engineering

INGLEMOOR HIGH SCHOOL

SEP 2016 - JUN 2019

International Baccalaureate Diploma

SKILLS



Adobe Creative Cloud

Figma

Visual Design

Iterative Prototyping

User Research

Facilitation

HTML/CSS