

Renoj Varghese

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Portfolio: <https://renojvarghese.github.io>

Education

(Expecting) M.F.A Interaction Design

University of Connecticut
Start: Aug, 2019
Grad: May, 2021

B.A Digital Media & Design

Focus: Web Design
University of Connecticut
GPA: 3.9/4.0
Grad: May, 2019

B.S. Computer Science

Focus: Game Design
University of Connecticut
GPA: 3.9/4.0
Grad: May, 2019

Activities: Dancer at UConn Breakdancing, Shadow at Select Physical Therapy

Favorite Languages/Frameworks

React.js, Redux.js, SASS, Node.js,
Webpack, JavaScript, C#, Python3

Go-to Design Tools

Adobe Illustrator, Adobe Photoshop,
Adobe After Effects, Sketch, Unity3D

Volunteering

UX Engineer,
Subconscious,
July, 2018 – Present

- Execute UI changes in React.js to support a mental health blog with over 100,000 followers
- Conduct a user research study to understand the writing process of blog contributors

Open Source Contributor,
freeCodeCamp,
June, 2018 – August, 2018

- Implemented “night mode”, a dark visual theme in React.js and CSS to provide a more stylized and readable UI to learn programming

Freelancing

Graphic Designer,
UConn Sanskriti,
July 2018 – Aug, 2018

- Designed the official logo for UConn’s traditional Indian dance team in Adobe Illustrator and Photoshop

Work Experience

UI Designer & Developer,
Cigna,
May, 2018 – Aug, 2018

- Engineered web accessible components to make cigna.com more usable to people with disabilities
- Designed and prototyped an internal web portal for reserving conference rooms to be used by 2,000+ employees
- Prototyped an analytics and tracking dashboard for a trauma call service in React.js and Redux.js

Web and Mobile Engineer,
Blizzard Entertainment
May, 2017 – Aug, 2017

- Conducted a user research study to understand how to improve the web experience for video game players
- Created UI components in Pug and SASS to be used in future game sites
- Assisted in migrating to a Node.js and React.js stack