

Priya Sahay.

Interaction Designer

I believe that from research to design thinking, through concept development and final prototypes, attention to details is a crucial part of design.

Contact

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Cambridge, MA

Education

PES UNIVERSITY

Bachelor's in
Interaction Design
2016 – 2020

GPA 3.8/4.0

Skills

UI/UX Design
Interaction Design
Graphic Design
Game Design
Usability Heuristics
User Research
Usability testing
Prototyping
Design Systems

Software

Illustrator
Adobe XD
Sketch
Unity
Photoshop

Experience

INFOSYS (WONGDOODY), USER EXPERIENCE DESIGNER

Feb 2021 – Dec 2023

Responsibilities included working with multiple stakeholders on user journeys, task flows, design systems, and lo/med/hi-fi wireframes and prototyping for a variety of web and mobile applications.

- Worked closely with clients from the Middle east to understand their needs and goals, used design methods and translated them into effective design solutions.
- Designed over 200 screens for a Vendor Portal Application.
- Worked on designing an internal Survey and Form application.

ZYNGA GAMES NETWORK, EXPERIENCE DESIGN INTERN

April 2020 – Feb 2021

Worked on 10+ features in FarmVille Tropic Escape 2 mobile game (Core Events, Reskins, Opts and Bold Beats). Created detailed onboarding documents for Unity prefab files and UX processes. Optimized the UX of current/new features.

TACTOPUS, DESIGN INTERN

June 2019 – Sept 2019

My responsibilities at Tactopus included Tactile Card Game Design & Typography Design for Visually Impaired Children, creating illustrations for Social Media posts, Product Packaging & Brochure Design.