MEGHANA KONDURY

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EXPERIENCE

Research Assistant, NYU School of Professional Studies | New York, NY   *Jan 2024 - May 2025*
• Supported user flow research by analyzing site structure and identifying navigation pain points to inform team strategy
• Extracted and analyzed ***thousands*** of faculty records using Excel dashboards, data mining, and statistical techniques
• Supported *UX research* with surveys, focus groups, and interview synthesis
• Assisted the team with analytics tasks and contributed to transforming research insights into actionable enhancements

UX/UI Design Intern, FastPix | Hyderabad, India   *May 2023 - July 2023*
• Designed ***40+ screen wireframes*** for FastPix's video API website, ensuring accessibility
• Implemented design based on market research and heuristic evaluations of ***3+ competitive products***
• Executed iterative A/B tests, incorporating team's feedback to optimize features and improve UX
• Collaborated with engineers to align design with technical limitations and business goals
• Created interactive user flows and high-fidelity prototypes using **Figma** and **AI-powered design ideation tools**

Research Assistant, NYU School of Professional Studies | New York, NY   *Apr 2023 - June 2023*
• Utilized Salesforce to resolve duplicate records, showcasing data analytics and problem-solving skills
• Merged ***11,000 duplicate records*** by optimizing data and streamlining existing parameters from the CESS
• Analyzed large-scale data to uncover patterns and insights, providing valuable statistics to the team
• Collaborated with cross-functional teams to translate research findings into actionable recommendations

UX Design and Research Intern, Bondit | Remote   *June 2021 - Aug 2021*
• Conducted and analyzed ***20+ user interviews*** and ***5 FGIs*** to inform product design decisions
• Created user personas, journey maps, information architecture, and wireframes based on research data
• Synthesized findings into product strategies that improved usability and feature prioritization

EDUCATION

New York University | New York, NY   *Sept 2021 - May 2025*
B.S. in Integrated Design and Media, Minor in Media, Culture, and Communication
Cumulative GPA: **3.68**, Founders Day Award ***(Honors Scholar)*****,** Dean's List: 2021 - 2025 ***(All semesters)***
Study Abroad: NYU Florence | **Florence, Italy**   *Sept 2023 - Dec 2023*

SKILLS

Design: UX Design, UI Design, Interaction Design, Accessibility, Product Design, Design Systems, Usability Testing, A/B Testing, Design Thinking, Information Architecture, Market/User Research
Software: Figma, Miro, Adobe Creative Suite, Sketch, InVision, WordPress, Microsoft Office, Google Workspace, Uizard, Magician for Figma, Framer
Technical: HTML, CSS, JavaScript, Python, Tableau, SQL

ACTIVITIES

Treasurer, Alpha Omega Epsilon   *Apr 2024 - May 2025*
• Manage the chapter's finances, including transactions, budgeting, payments, and financial documentation
• Oversaw committees, monitor progress, and provide guidance to align execution with the chapter's financial objectives

Co-Tech Management Chair, Alpha Omega Epsilon   *Jan 2024 - May 2025*
• Led the digital content strategy, website design and updates, newsletter creation, and social media content curation

Team Member, Defining Accessibility in XR, Vertically Integrated Project, NYU Tandon   *Jan 2024 - May 2024*
• Explored accessibility gaps in VR plugins, games and contributed to the research program
• Assisted the professor in ideating ways for enhancing digital accessibility and inclusive design principles in XR

CERTIFICATIONS

• Foundations of User Experience (UX) Design by ***Google***   *Sept 2021*
• Start the UX Design Process: Empathize, Define, and Ideate by ***Google***   *Sept 2021*