

Anika Bhagavatula

203-856-0208 | anikabhagavatula@berkeley.edu | [linkedin.com/in/anikabhagavatula](https://www.linkedin.com/in/anikabhagavatula) | Portfolio: anikabhagavatula.com

Education

University of California, Berkeley

Master of Information Management and Systems, Human-Computer Interaction and User Experience

Berkeley, CA

May 2027

Carnegie Mellon University

Bachelor of Science in Human-Computer Interaction and Computational Neuroscience

Pittsburgh, PA

May 2025

Relevant Coursework: Interaction Design Studio, User-Centered Research and Evaluation, Programming Usable Interfaces, Design of AI Products and Services, Human Factors, Principles of Imperative Computation, Neural Computation, Cognitive Psychology

Professional Experience

Product Design Intern

New York, NY

QuantFrame Technologies

May 2025 - Present

- Designed a modular quantitative market trading platform integrating **3 AI tools**, improving strategy and portfolio analysis
- Created interactive wireframes and prototypes for customizable interfaces for independent traders
- Produced **200+ actionable trading insights** by optimizing visualization of trading and performance signals, integrating OpenAI and Backtrader

User Experience Intern

Pittsburgh, PA

CMU Human-Computer Interaction Institute, Augmented Perception Lab + Meta

May 2024 - December 2024

- Partnered with researchers and engineers at Meta Reality Labs to refine interaction design for mixed-reality environments
- Designed and iterated a 5-agent adaptive UI system for Meta Quest, translating LLM outputs into spatial interface layouts
- Prototyped over **800 generative layouts** of app widgets in Python to test contextual optimization of AR interfaces

Frontend Development Intern

New York, NY

Xometry Inc.

June 2023 - August 2023

- Implemented **14+** Figma design flows into React for an AI-powered Request-for-Quote module serving **2,000+ clients**
- Collaborated with PMs and designers to refine interaction patterns across the form, overview, and partner table features
- Modernized UI components from JavaScript to TypeScript, improving scalability and reducing design-to-code errors

Undergraduate Researcher

Pittsburgh, PA

CMU Department of Computer Science, Biological and Machine Intelligence Research Lab

September 2022 - August 2023

- Analyzed **400+** stimulus-driven neural responses in primates to investigate attention encoding and visual perception
- Collaborated across neuroscience and machine learning teams to standardize data libraries and support reproducibility
- Used analysis insights on optimal stimulus parameters to inform experimental design recommendations for future studies

Project Experience

CoachPro

Pittsburgh, PA

Product Design

March 2025 - Present

- Designed a mobile platform for Mitchell Frank Tennis Academy, streamlining scheduling, payments, and performance tracking for **150+** users across 6 youth programs
- Created prototypes and conducted usability testing to refine user flows for coaches, parents, and athletes

Community Living and Support Services

Pittsburgh, PA

UX Research & Product Design

January 2025 - May 2025

- Developed an information tool for staff in the Structured Day Program to support 15 participants recovering from traumatic brain injuries, streamlining individualized care through centralized progress tracking and activity preparation
- Created wireframes and prototypes informed by contextual inquiry and usability testing to improve staff workflows

Activities & Leadership Experience

CMU Swartz Center for Entrepreneurship, Undergraduate Entrepreneurship Association

Pittsburgh, PA

Founder | Kaiya (Spring 2024)

January 2022 - May 2025

- Led product vision and strategy for an AI-powered fashion marketplace connecting independent designers with talent
- Conducted interviews and design sprints to inform MVP and refine pitch strategy based on user needs

CMU Lunar Gala

Pittsburgh, PA

Solo Designer

September 2023 - March 2025

- Designed and constructed **two** 5-look collections for Pittsburgh's largest fashion show with **1200+ attendees** annually
- Integrated machine knitting, wearable tech, and digital fabrication into fashion design

Skills

Design: Figma, Sketches, Prototypes, Wireframes, Low-High Fidelity Mockups, User Flows, Design Systems, Design Sprints

User Research: Affinity Diagrams, Analogous Research, Usability Testing, Interviews, Personas, Surveys, Field Studies

Programming: Python, HTML, CSS, JavaScript, React, C, R, MATLAB