

Hridae Walia (ri-they waalia)

Interaction Designer

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I'm a technology enthusiast, tinkerer, and problem solver. I like to experiment and iterate extensively so that I can find out what is effective and what is noise.

Skills

Prototyping

Sketch, Principle, Figma, Adobe CC, Invision, Unity, MS Maquette, Invision, Adobe XD, Material Design

Research

Design Research, System Diagrams, User testing, Interviewing

Project

Project management, Critique, Iteration, Public speaking, Presentation, Design Systems

Interests

Gaming, Virtual Reality, Augmented Reality, Brain Computer Interfacing, PC Hardware

Education

California College of the Arts

2016 - 2020

BFA Interaction Design

San Francisco, CA

Thesis on designing an interactive VR tool for learning to repair your personal devices.

Experience

Interaction Design Intern

June 2020 - Present

Maria Mortati Experience Design

San Francisco, CA

Conducted design research for an experience catered to Alzheimer's patients. Researched multi sensory experiences, sensory effectiveness. Evaluated products from a usability perspective, created systems diagrams with Sketch, prototyped and conducted user testing with VR HMDs and Ultraleap using Unity and relevant SDKs.

Lead Interaction Designer

July 2017 - October 2018

Wardo

San Francisco, CA

Lead a team of 3 other designers, directing the visual language of the app along with the interaction language to be used throughout the app. Being personal styling app, it was important to simplify the core experience to focus on what the user knows, which is how their clothes look and which ones they like.

Design Researcher

July 2016 - August 2018

Lunares Home

Conducted user testing for the website, provided research based insights for an improved product viewing and checkout experience for customers on the website.