PRERNA RAO V

@ prernar@uw.edu

+1 (206) 591-5154

prernarao.github.io

in linkedin.com/in/prernaraov/

EXPERIENCE

Core Team & Founding Member Sitara Akka Foundation, Bangalore, India

Jan 2019 - Present

- **Team Lead**: Innovated and created STEM teacher instruction kits for visually impaired students by curating and designing chapter-wise modules, resulting in custom kits for 150+ high school teachers teaching over 800 students.
- **Team Lead**: Mentored 12 undergraduate students in creating a high school science curriculum by taking them through research methodologies, pedagogy, resources, and schedules, resulting in 34 curated chapters used to instruct students via YouTube.
- Tutored 10 children between ages 10-17 by designing foundational Math & English curricula resulting in improved performance, verbal and written communication, and an increased self-esteem among the children.

Software Engineering Specialist GE Healthcare, Bangalore, India

m Jan 2020 - May 2022

- Made clinical image viewing and manipulation more accessible through the web development of a zero footprint application, resulting in all members of a patient's care team being able to access patients' imaging data when necessary, and for employees across GE to access and manage customer and installed base data.
- Designed and implemented application and UI features, audit logging, translations, API portage, and 50+ bug fixes.

PROJECTS

- 1. TurnTables Creating a Custom Accessibility Toolkit
 - Designed a system to provide event organizers with necessary tools and resources through attendee feedback and suggestions, resulting in accessible physical event spaces.
- 2. AryaBota Gamified Environment to Learn Programming:
 - Developed a visual tool to introduce programming concepts to children through a workshop-based format by creating a gamified UI/UX and a domain-specific language with simplified syntax.
 - Published a research paper for this at IEEE EDUCON2022.

3. Sitara Akka Foundation:

- Worked towards inclusive and accessible STEM education and 21st Century Skill Building for over 20k children from underserved communities in India.
- Developed plans for organization growth, program management, volunteer outreach, and curating and piloting a psychological first aid kit for students.

EDUCATION

University of Washington, Seattle Masters in Human Centered Design and Engineering

September 2022 - August 2024

PES University, Bangalore B.Tech in Computer Science and Engineering

2016 - 2020

RELEVANT COURSES

- User-Centered Design
- Theoretical Foundations of Human Centered Design and Engineering
- Advanced Web Technologies
- Usability Studies
- Qualitative Research Methods
- Software Engineering

RELEVANT SKILLS

Design:

- Design Thinking
- Wireframing and Prototyping
- User Interface (UI) Design
- User Experience (UX) Design
- Accessibility
- Documentation

Research:

- Interviews and Surveys
- Secondary Research & Literature Reviews
- Observation
- Usability Testing
- Qualitative Research Methods

Development and Tools:

- Web and Full Stack Development
- Object Oriented Programming
- Agile & Lean Methodologies
- MS Office and Google Workspace
- Figma
- Miro
- Visual Studio Code