

Anika Bhagavatula

Product Designer

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Experience

CMU HCII Augmented Perception Lab + Meta / Research Intern
Pittsburgh, PA May 2024 - Present

- Implemented the MineXR dataset in context-aware AR/VR user interfaces in collaboration with Meta Reality Labs
- Designed a 5-agent pipeline translating large language model outputs into actionable UI suggestions and widget design
- Structured programs in Unity to convert outputs and layouts to more than 800 adapted widgets and user flows

Xometry / Software Development Intern
New York, NY June 2023 - August 2023

- Teamed with 2 UX designers to code 14 Figma designs into scalable components for the Request-For-Quote Module
- Modernized front-end architecture from JavaScript to TypeScript using React, improving maintainability and code reliability
- Built timelines for product iterations and product shipping, developing an intuitive performance for 2,000 new customers

CMU Department of Computer Science / Undergraduate Researcher
Pittsburgh, PA September 2022 - August 2023

- Laboratory of Biological and Machine Intelligence
- Decoded stimuli and analyzed 400 neuron noise patterns in primate trials
- Coordinated with computer scientists and neuroscientists to visualize neural data, standardized data-visualizations

The Rockefeller University / Undergraduate Research Intern
New York, NY May 2022 - July 2022

- Laboratory of Immune Cell Epigenetics and Signaling
- Organized, and prototyped 4 novel experiments for senescent cell susceptibility to Dengue virus infection dependent on degradation of DNA repair Bromodomain proteins, research method being used in 3 current lab projects

Projects

NeuroLogic September 2024 - December 2024

- Built an interactive educational neuroscience platform, employing consistent user flows and accessible styling with a brain simulation and 3D interactive brain implemented with three.js (CSS, JavaScript, HTML)

BIAS January 2024 - May 2024

- Led development of generative AI bias app (WeAudit TAIGA), conducted user interviews, surveys, and heuristic evaluations to address pain points, streamlined reporting through iterative prototyping, testing, and user-centered design

NO BORDERS SHOP July 2024 - September 2024

- Developed a mobile app adaptation to promote cultural authenticity and sustainable fashion from local Indian artisans
- Conducted user research, affinity diagramming, and iterative prototyping to optimize user journey

Education

Carnegie Mellon University
Pittsburgh, PA

Bachelor of Science in Human-Computer Interaction (HCI) and Computational Neuroscience
May 2025

Relevant Coursework

Interaction Design Studio
User-Centered Research and Evaluation
Programming Usable Interfaces
Design of AI Products and Services
Principles of Imperative Computation

Activities & Leadership

Swartz Center for Entrepreneurship
Founder | Kaiya (Spring 2024)
January 2022 - Present

User Experience Association
Researcher (Spring 2024)
September 2023 - Present

Tartan Neurotech
Lead Developer (Spring 2023)
September 2022 - April 2023

Lunar Gala Fashion Show
Designer
September 2023 - Present

CMU Bhangra
Dancer
September 2021 - Present

Skills

Design

Figma, Adobe Creative Cloud, Wireframing, Low-High Fidelity Mockups, User Flows, Prototyping, Style Guide, Design Systems

User Research

Affinity Diagrams, Usability Testing, User Interviews, Survey Analytics, Data Visualization

Programming

Javascript, HTML, CSS, Typescript, React, Python, C, R, Matlab, Swift, Windows, Linux