

Aditi Oza

I design to create an impact and to obtain inner fulfillment. I bring a decade of experience in Software Quality Engineering and I excel at critically evaluating and identifying the pitfalls of a product's experience through design and development. Strong work ethics, painstaking thoroughness, compassionate empathy and creativity identify me.

Experience

BringiT - UX Designer

JAN 2021 - SEPT 2021

BringiT is a PBC that is working towards reducing plastic pollution by eliminating the plastic produce bags from the US market. They are introducing a line of revolutionary, home compostable grocery bags that are made of a groundbreaking material.

I'm working with the founders and the team to design their benefit corporation experience. My design activities include User Research, Research Synthesis, Problem Definition, Ideation, IA, Interaction Design, Prototyping and Usability Testing.

Peerbook - Lead UX / UI Design Intern

MAY 2020 - AUGUST 2020

Peerbook helps fund managers connect with relevant founders and investors in their network through an automated, data-driven fundraising platform.

As the first hire on the team, I worked with the founders to initiate, structure and implement the design thinking process for Peerbook. I led the User Research, Research Synthesis, Problem Definition, Ideation, IA and Interaction Design for the product. The design deliverables supported feature development and product strategy.

PayPal, Risk and Compliance - Senior Quality Engineer

MARCH 2014 - MAY 2018

eBay, Buyer Experience and Search - Senior Quality Engineer

JUNE 2008 - MARCH 2014

Led and participated in initiatives that required in-depth knowledge of the architecture, framework and the backend services including the end to end eBay / PayPal stack. Led the quality efforts starting from Test Planning till Automation. I worked with product managers, program managers, developers and other quality engineers in an agile setting within and across the domains.

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 San Jose, California

Education

DesignLab, UX Design Academy

FEB 2019 - JAN 2020

An intensive course covering the fundamentals of design and design thinking through extensive practice and design challenges. I completed over 440 hours of coursework, building in-depth knowledge of the user experience design process and 4 comprehensive capstone projects.

San Francisco State University

M.S. Computer Science

SEP 2006 - MAY 2008

Skills

Design Thinking, Compassionate Empathy, User Research, Research Data Synthesis, Problem Definition, Ideation, Information Architecture, Interaction Design, Wireframing, Prototyping, UI Design, Visual Design, Usability Testing, Quality Engineering, JAVA programming

Tools

Sketch, Figma, Whimsical, Mural, Invision, Avocode, Zeplin, Procreate, Eclipse

Other Pursuits

[Children Author Debut](#), [Visual Arts](#), Humanitarianism