

Manjusri Gobiraj

858-284-9067 | manjusri.gobiraj@gmail.com | www.manjusri.me

EDUCATION

University of California, San Diego

Cognitive Science B.S. Specialization in Design and Interaction (GPA: 4.0)

San Diego, CA

September 2024 – June 2026

San Diego Miramar College

Associate of Arts Social and Behavioral Sciences (GPA: 4.0, Highest Honors)

San Diego, CA

June 2023 – May 2024

EXPERIENCE

UX Designer

Association for Computing Machinery

San Diego, CA

September 2024 – Present

- Designed restaurant discovery app with **innovative swiping feature** connecting locals, travelers, and restaurant owners for international dining experiences
- Conducted comprehensive user research**, created personas and journey maps to identify key opportunity areas
- Developed wireframes and high-fidelity prototypes in Figma**, earning **recognition for concept and visual execution** at showcase

Lead Designer

The Center for Global Sustainable Development

San Diego, CA

January 2025 – Present

- Led design for Unity-based diabetes education game using **Figma and Procreate**, creating **user-centered designs** for ages 8-13
- Collaborated with cross-functional team as design lead, ensuring **cohesive visual elements** and educational content

Media Coordinator

Miramar College Society of Women Engineers

San Diego, CA

August 2023 – May 2024

- Created visual content and branding** for Miramar SWE's social media using **Canva**, designing graphics for college peers and community members
- Led digital communication** strategy to increase club visibility, **increasing attendance by 50%**

STEAM Instruction Manager

University of San Diego, various K-12 schools

San Diego, CA

December 2020 – July 2023

- Designed and developed visual learning experiences for CAD and Arduino programming, creating user-centered educational materials that taught C/C++ through creative problem-solving projects for 100+ K-12 students
- Crafted engaging interactive lessons** that translated complex technical concepts into **accessible visual formats for underserved student populations**

PROJECTS

Non-Profit Website Redesign | Design for America

January 2025 – Present

- Led UX and visual design** in 5-person team for non-profit homepage redesign, applying **user research** findings while adhering to **brand guidelines**
- Enhanced site navigation** through program's "designing for good" methodology, preparing for stakeholder implementation in April

Digital Design Portfolio

August 2021 – Present

- Developed **strong visual design** foundation using **industry-standard software** including Procreate, Adobe Photoshop, Illustrator, and InDesign through formal college coursework
- Expanded portfolio to include UX design projects, demonstrating knowledge with **graphic design** and **user experience** methodologies and solutions

TECHNICAL SKILLS

Figma, Python, Java, SwiftUI, C/C++, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, OnShape, Solidworks, Procreate, Canva