Maansi Surve

(669) 224-5914 | msurve2@uw.edu | Bay Area, CA & Seattle, WA | Portfolio: www.maansi-surve.com/

University of Washington, Seattle – B.S. Informatics: Human-Computer Interaction
(Expected Graduation: Spring 2026)

HARD SKILLS		SOFT SKILLS		TOOLS	
Wireframing	Prototyping	Empathy	Communication	Figma	Microsoft Office
Storytelling	Interaction Design	Initiative	Problem Solving	Tableau	Adobe Illustrator
Visual Design	User Research	Leadership	Adaptability	MySQL	After Effects
User Testing	UX Research	Organization	Ambition	Agile	HTML & CSS

WORK

Product Design Intern @ Microsoft – AI, Cloud, Devices & Experiences Team   *June – September 2025*
- Led end-to-end explorations, from conceptualization to execution, of AI-powered enhancements for the W365 Cloud PC troubleshooting experience, tackling deep, technically complex problems and shipping user-facing features
- Translated customer insights into wireframes, user flows, and high-fidelity mockups in Figma, improving the troubleshooting experience and shaping intuitive, AI-driven design workflows
- Developed design system components and explored AI applications to ensure consistency, scalability, and effective design-to-code handoffs.
- Proposed and presented design solutions to designers, developers, and PMs, building strong relationships with internal teams and key stakeholders while iterating based on feedback
- Explored customer branding strategies, balancing customization, accessibility, and visual polish, demonstrating an understanding for visual design and end-to-end product thinking

UI/UX Design Intern @ Microsoft – Visual Design Team   *June – August 2024*
- Designed UI assets for 5 Windows & Devices product launch videos using Figma, Illustrator, and After Effects with quick turnaround times
- Built a scalable design system that streamlined asset retrieval and creation, improving team efficiency and workflows
- Partnered with the Art Director and a team of 5 designers to develop graphics and communicate design strategies across projects
- Conceptualized and prototyped enhancements for Microsoft AI experiences, contributing to increased user engagement and retention

UX Design Intern @ Phanes Biotech   *November 2023 – June 2024*
- Redesigned the website for Phanes Biotech, a start-up developing therapies to cure patients suffering from neurodegenerative disease
- Identified areas to improve navigation & readability for investors through user research & competitive analysis
- Crafted wireframes and low & high-fidelity prototypes, which made it easier for investors to understand the impact of Phanes Biotech

Design & Undergraduate Research @ UW WordPlayPen Lab   *January – June 2024*
- Contributed to the design, build, and maintenance of Wordplay, a unique programming platform aimed at making programming languages more playful and globally accessible, in collaboration with Professor Amy J. Ko at the University of Washington
- Improved accessibility of Wordplay by designing and shipping a WCAG compliant color scheme for users who are colorblind or have low vision

PROJECTS

PlantPal   *March 2024 – June 2024*
- Prototyped a mobile app to boost user confidence in beginner plant care, designing core features such as a visual health tracker and interactive care guide informed by user feedback and competitive analysis
- Conducted iterative testing to refine user flows, delivering an intuitive experience that supports usability and long-term engagement

LEADERSHIP

President @ UW South Asian Student Association   *June 2025 – May 2026*
- Lead a 20-member executive board and 7 subcommittees, setting vision, delegating responsibilities, and fostering collaboration to execute large-scale cultural and community events
- Oversee end-to-end event planning and cross-functional coordination, strengthening skills in communication, conflict resolution, and strategic decision-making