

# Priya Sahay

## UI/UX Designer



### Contact

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### Status

**US Permanent Resident**

### Education

#### PES UNIVERSITY

Bachelor's in Interaction Design

2016 – 2020

GPA 3.8/4.0

### Skills

UI/UX Design  
Interaction Design  
Graphic Design  
Game UI/UX Design  
User Research & Testing  
Prototyping  
Design Systems  
Accessibility Design (WCAG)

### Software

Figma  
Adobe XD  
Adobe Illustrator  
Adobe Photoshop  
Sketch  
Unity  
Miro

### Experience



#### INFOSYS (WONGDOODY)

USER EXPERIENCE DESIGNER

Feb 2021 – Dec 2022

Worked with stakeholders to define user journeys, task flows, & prototypes across web and mobile platforms.

- Designed a B2B vendor portal for Alfamar, supporting 40,000+ users, & delivered over 200 high-fidelity screens.
- Conducted requirement workshops to identify user pain points and develop cost-effective, scalable design solutions.
- Contributed to the design of internal tools including a survey and form application for Infosys employees.
- Created and maintained design systems to ensure consistency across products.



#### ZYNGA GAMES NETWORK

EXPERIENCE DESIGN INTERN

April 2020 – Feb 2021

Designed the UI/UX for 10+ features in FarmVille Tropic Escape 2, including core events, reskins, and optimization features.

- Worked closely with production team and engineers to develop designs into Unity.
- Created mockups, wireframes, and user task flows using Sketch, Figma, Adobe XD, and Miro.
- Documented UX processes and prefab structures for efficient game feature integration.
- Enhanced UX for in-game elements such as Club Chat, HUDs, bonus modes, and navigation tabs.



#### TACTOPUS

DESIGN INTERN

June 2019 – Sept 2019

Designed and developed a tactile educational product for visually impaired children through user research with blind schools in Bangalore, India.

- Created visual assets for social media, product packaging, and brochures.
- Ensured accessible and inclusive design in collaboration with cross-functional teams.