ANNYESHA CHOWDHURY

Information Designer · UI/UX Designer · Data Visualisation Designer · UX Researcher

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SUMMARY

Information designer with a background in science and teaching. I am pursuing an M.Des in Information Design & Data Visualisation at MIT ADT University, after an M.Sc in Microbiology and four years in education. I take complex data and make it easy to understand through charts, visual systems and clear design. Recent work includes a public data display for IIT Kanpur and UI/UX work across website redesigns, app prototypes and user research.

DESIGN EXPERIENCE

Data Visualisation Intern | Department of Design, IIT Kanpur (MoM Studio) May 2026 – Jul 2026

- Designed the base visualisation system for the Director's Lounge, IIT Kanpur's interactive walk-up display of institutional data for visitors, prospective students and guests.
- Cleaned, standardised and regrouped placement data for 25 departments across four programme tiers (UG, PG, dual degree, PhD) into a single hierarchy.
- Tested sunburst, circle-packing and dendrogram layouts and nine colour harmonies; delivered a radial A1 poster readable from across a room, plus an interactive version.

SELECTED PROJECTS (M.Des coursework, case studies on portfolio)

Bengzagite: Caffeine-Regulating App for Students · team project · case study · UI/UX app design 2026

- Ran mixed-method research: a survey validated by four experts (Content Validity Index 0.93), interviews across four user groups, and a blind tea-vs-coffee experiment with 12 students.
- Found the strongest link was between stress and productivity (correlation 0.63), and turned the insights into an app prototype.

Coffee Board of India: UX Audit & Website Redesign · case study 2026

- Audited coffeeboard.gov.in: 13+ ungrouped menu items, and market prices buried three levels deep in PDFs.
- Cut navigation to 7 items, put live coffee prices on the home page, replaced PDF reports with inline charts, and built a visual identity from Godna, the tribal art of Jharkhand and Bihar.

Numbers Never Lie: Pune River Water Data Narrative · case study · game design · physical prototype 2026

- Turned Pune Municipal Corporation water-quality data into an interactive story game with three character journeys. It shows Pune produces 980–990 MLD of sewage against 480–550 MLD of treatment capacity.

EDUCATION

M.Des, Information Design & Data Visualisation | MIT ID, MIT ADT University, Pune 2025 – 2027

B.Ed, Pedagogy of English & Biology | Andhra University 2021 – 2024

M.Sc, Microbiology | Andhra University 2015 – 2017

B.Sc, Biotechnology, Biochemistry, Chemistry | St. Joseph's College for Women (A) 2012 – 2015

OTHER EXPERIENCE

Early Years Counsellor | Klay (on-site) 2022 – 2024

- Counselled parents of children aged 1–5 on early-years development.

Educator | PlanetSpark (remote) 2022 – 2024

- Supported an online public-speaking and grammar programme for learners aged 3–14.

Grade Mentor & Teacher | The Presidential School 2019 – 2021

- Taught English and Social Studies (Grades 4–5) and Biology (Grades 9–10), adapting material for different ages.

Research Associate | Shrijoshika Molecular Diagnostics & Research Centre 2017 – 2018

- Performed genetic analysis on oncology blood samples using molecular biology techniques.

SKILLS

Design	Information design, data visualisation, data storytelling, UX audits, wireframing, prototyping
Research	Survey design, user interviews, field experiments, secondary research, data cleaning
Tools	Figma, Adobe Illustrator, Photoshop, Tableau, RAWGraphs
AI Tools	Claude, ChatGPT, Antigravity
Languages	English, Bengali, Hindi, Telugu (fluent); Spanish, French (elementary)