

Gautham Sajith 🌶️

@GuamHat

Design Technologist

♥️ design systems, generative art, ethical tech

📍 SF / NYC 🔗 gsajith.com 🐙 github.com/gsjith

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📌 Education



Carnegie Mellon University 🏆 @cmuhcii · Class of 2020

Master of Human-Computer Interaction
School of Computer Science

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University of Michigan 🏆 @UMich · Class of 2014

Bachelor of Computer Science
College of Engineering, Magna Cum Laude



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↻ Experience



Material Design, SWE (Android) @Google · April 2017 - Aug 2019

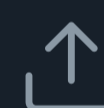
Delivered beautiful, accessible Android components for Material Design by working closely with designers and user researchers.

Collaborated with first-party teams (Maps, Gmail, Drive, etc.) and third-party teams to bring Material Design to the world.

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Google Area120 Startup, SWE (Web) @Google · Sept - Dec 2018

Built the frontend for an equity crowdfunding and mentorship platform for startups in emerging markets such as Africa.

Utilized design thinking processes and rapid prototyping to quickly implement changes and test product-market fit.

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Local Services, SWE (Android) @Google · July 2015 - April 2017

Launched Android application which enables local service providers to respond to incoming service requests efficiently.

Designed and implemented logging infrastructure for Android, iOS, and Web teams to track user interactions on our platform.



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YC Startup, SWE (Web) @Homejoy · Feb - July 2015

Developed full-stack web applications focusing on internal tools and customer retention, using Javascript, Python, SQL.

Conducted experiments to improve customer retention, such as emotional appeals during cancellation and price modifications.

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Skills ⚙️

Full-stack web

Full-stack Android

UX design

Prototyping

User research

Dev tools ⚙️

Java

Javascript

Python

React

Kotlin

Node.js

HTML & CSS

Design tools ⚙️

Figma

Principle

Photoshop

Honors ⚙️

Android Developer Summit 2018 Speaker ▾

Presented the Material Design library to 300+ live attendees and tens of thousands more online.

Facebook Camp Hack-a-thona 2014 ▾

Won Facebook's largest internal hackathon with a matchmaking app for small social gatherings.