

HRIDAY AGRAWAL

hridayagrawal2007@gmail.com | ha3222@nyu.edu | +1 (917) 450-0250 | www.hridayagrawal.com

EDUCATION

New York University | New York, NY **Sep 2025 - May 2029**

Bachelor of Science in Integrated Design and Media: GPA- 3.875

Oberoi International School | Mumbai, India **2023 - 2025**

International Baccalaureate Diploma Programme (IBDP): 41/45

- Highest scorer in Design Technology and Business Management

Hiranandani Foundation School | Mumbai, India **2010 - 2023**

Indian Certificate of Secondary Education (ICSE): 98.6%

- 100% in Computer Science and Mathematics

WORK EXPERIENCE

Freelance 3D Modeler & Game Developer | Global (Remote) **May 2022 - Present**

- Delivered 800+ 3D asset packs for Roblox games with 1.5B+ total plays; managed client relationships across 30+ countries and generated \$20K+ in client revenue.

UI/UX Research Intern | THEM Consulting | Mumbai, India **June 2026 - Aug 2026**

BFSI-focused UI/UX design and development organization

- Contributed to the design of a super-app for Anand Rathi (leading Indian financial services group), building out the Design System and user flows across asset classes through onboarding, KYC, and trading journeys.
- Conducted competitor benchmarking against 5 top investment apps in India and structured information architecture (IA) across onboarding and asset class modules within an agile, sprint-based workflow.

Business Development Intern | Software Growth Partners | Remote **Jun 2024 - Jul 2024**

Silicon Valley-based private equity firm investing in growth-stage SaaS companies

- Evaluated multiple SaaS acquisition targets across fintech verticals, analyzing ARR growth, churn metrics, and market positioning to support deal sourcing for \$50M+ investments.

Design Intern | Pepperfry Ltd. | Mumbai, India **Jun 2024**

Goldman Sachs-backed online marketplace for furniture and home decor in India

- Conducted heuristic evaluation of e-commerce UX against six competitors; recommended design improvements for mobile checkout flow and shadowed cross-functional product, engineering, and marketing teams.

Student Admissions Ambassador | New York University | New York, NY **Jan 2026 - Present**

- Conduct and support campus tours and high-volume admissions events for prospective students and families while contributing to NYU's social media marketing and communications.

FIRST-YEAR PROJECTS

Interactive IDM Hub Website | Introduction to Web Development, Spring 2026

- Designed and developed a responsive student resource and portfolio website using HTML, CSS, and JavaScript, featuring interactive navigation, profile pages, project showcases, and dynamic UI components with a strong focus on usability and visual design.

Sound Design Projects | Audio Foundation Studio, Spring 2026

- Produced a complete instrumental recreation of A Sky Full of Stars (excluding vocals) in REAPER, performing the guitar, MIDI instruments, and drums, and created an original mashup with The Nights by Avicii by managing tempo, timing, mixing, and audio levels.
- Recreated the complete Foley soundtrack for a Tom & Jerry episode in REAPER using self-recorded physical sound effects, recording, editing, layering, and synchronizing audio to accurately match on-screen actions.

Arduino-Based Step Sequencer | Creative Coding, Fall 2025

- Designed and built an 8-step music sequencer using Arduino and p5.js, integrating hardware buttons with real-time audio synthesis and visual feedback for live sound control.

Interactive Portfolio Website | Web Development, Fall 2025

- Built a responsive portfolio website featuring project showcases, animated UI elements, and optimized performance using HTML, CSS, and JavaScript

Underwater Helmet System | Ideation & Prototyping, Fall 2025

- Designed and prototyped a conceptual underwater helmet system exploring form, user needs, and human-centered interaction design principles. ([Final Report](#))

ACTIVITIES & LEADERSHIP

NYU Vertically Integrated Projects | New York, NY

Jan 2026 – Present

- **Robotic Design Team:** Electrical engineering team member developing an autonomous lunar excavation rover for NASA's Robotic Mining Competition using systems engineering and Scrum methodology.
- **Technology Innovation Catalysts:** Developing market-ready product concepts in the AI career navigation and hybrid employment models space, applying agile methods and market analysis in collaboration with university and industry partners.

Game Asset Creator, Event Host & Community Feedback | Roblox Community | Remote

Apr 2023 - Present

- Published free 3D model packs with 700+ downloads; hosted 150+ attendee workshops teaching 3D design and modelling to beginner developers; beta-tested platform features and reported usability issues.

Table Tennis: State and district level competitor with consistent training and competitive play

Guitar: Grade 2 Distinction and High achiever- 75/80 (Rockschool UK), preparing for Grade 4 examination

TECHNICAL SKILLS

Research & Design: UX Research, Design Thinking, User Interviews, Competitive Analysis, Prototyping, Wireframing

Business & Soft Skills: Market Research, Financial Analysis, Client Management, Cross-functional Collaboration

3D Modeling & Design: Blender, Fusion 360

Visual Design & Media: Adobe Suite (Photoshop, Illustrator, InDesign, Premiere Pro), DaVinci Resolve, Figma, Reaper

Game Development: Roblox Studio, Unreal

Web Development: HTML, CSS, JavaScript, p5.js

Programming: Java, Python, C++, Arduino