

HRIDAY AGRAWAL

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EDUCATION

New York University | *B.S. in Integrated Design and Media* | New York, NY | GPA: 3.88 | Dean's List **Sep 2025 - May 2029**
Oberoi International School | *IB Diploma* | Mumbai, India | 41/45 **2023 - 2025**

SKILLS

UI/UX: Design Systems, User Research, Prototyping, Wireframing, User Flows, Information Architecture, Usability Testing

Design Tools: Figma, Adobe Creative Suite, DaVinci Resolve, REAPER

3D Modeling & Game Design: Blender, Roblox Studio, Fusion 360, Adobe Substance Painter

Programming: HTML/CSS/JavaScript, Python, Java, C++

PROFESSIONAL EXPERIENCE

3D Modeler & Game Designer | Self-Employed | Global (Remote) **May 2022 - Present**

- Delivered 850+ 3D projects for Roblox games totaling 1.5B+ visits using Blender and Roblox Studio.
- Managed client relationships across 30+ countries and generated \$25K+ in revenue.
- Created assets for top Roblox games including My Restaurant! (884M+ visits), Drift Paradise, and Space Sailors.

UI/UX Design Intern | THEM Consulting | Mumbai, India

Jun 2026 - Aug 2026

BFSI-focused UI/UX design and development organization

- Co-designed Anand Rathi's super-app, structuring its IA and building 20 of 50 modular design system components.
- Designed 40+ screens and user flows across onboarding, KYC, equities, and F&O in an agile, sprint-based workflow.
- Benchmarked 5 leading investment apps, flagged information and CTA gaps, and proposed hyper-personalization features.

Business Development Intern | Software Growth Partners | Remote

Jun 2024 - Jul 2024

- Evaluated a \$50M+ fintech SaaS acquisition target against the firm's thesis on 8 metrics, including ARR growth and churn.

UI/UX Design Intern | Pepperfry Ltd. | Mumbai, India

Jun 2024

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

- Benchmarked e-commerce UX against 6 competitors and authored a UX report with heuristic evaluation findings.
- Redesigned 6 e-commerce pages in Figma based on benchmarking insights, with changes adopted by Pepperfry.

LEADERSHIP & EXTRACURRICULARS

Press & Media | Game Design and Gaming Technology

Jul 2026 - Present

- Interviewed by CNBC, Times of India, Bombay Times, 91mobiles, and Sportskeeda on game design and career journey.

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

Apr 2023 - Present

- Published free asset packs with 1K+ downloads and hosted 4 workshops teaching design to 200+ novice developers.
- Beta-tested platform features and reported usability issues to support platform improvements.

Student Admissions Ambassador | New York University | New York, NY

Jan 2026 - Present

- Lead 20+ campus tours and admissions events for prospective students and families visiting NYU.

UNIVERSITY PROJECTS

Final deliverables for all projects available at hridayagrawal.com

Interactive IDM Hub Website | Introduction to Web Development

Spring 2026

- Built a responsive 6-page website (HTML, CSS, JavaScript) with interactive navigation, profiles, and project showcases.

Arduino-Based Step Sequencer | Creative Coding

Fall 2025

- Built an 8-step music sequencer using Arduino and p5.js with real-time audio synthesis and visual feedback.

Underwater Helmet System | Ideation & Prototyping

Fall 2025

- Designed a sci-fi underwater helmet with a HUD interface for a speculative world, and 3D-printed a physical prototype.

Interests: Guitar (Rockschool Grade 4), Table Tennis (State-Level Player), Soccer, Gym, Video Games