

Anika Mantripragada

Product Design Intern

San Francisco, CA, United States | [LinkedIn](#) | [anikamantri.com](#)

Product designer and engineer building AI-native experiences. Currently at Sauce Labs redesigning design systems for agent-readability.

EXPERIENCE

Campus Leader @ USC Figma	Aug 2026 — Present <i>Los Angeles, California, United States</i>
Product Design Intern Sauce Labs Rebuilt a legacy design system into an AI-legible library by restructuring design tokens and usage patterns into machine-readable documentation. Built a 24-test evaluation framework across 6 bidirectional Figma ↔ code workflows, achieving 100% mapping accuracy and uncovering gaps in existing mappings and docs.	May 2026 — Aug 2026 <i>San Francisco, California, United States</i>
Co-Head of Design TroyLabs Leading the TroyLabs accelerator’s design curriculum and socials	Sep 2025 — Present <i>Los Angeles, California, United States</i>
Director of Founder's Education SEP at USC Kairo, a motion tracking software providing collegiate-level coaches and athletes with real-time performance analytics	Sep 2025 — May 2026 <i>Los Angeles, California, United States</i>
Product Design Intern TRIPP, Inc. Designed and shipped a mixed-reality feature for TRIPP's AI-powered VR wellness app to increase user retention. Collaborated with engineering to prototype, implement, and ship the final experience in Unity.	May 2025 — Aug 2025 <i>Los Angeles, CA</i>
Research Intern Stanford University Kundaje Lab	May 2023 — Aug 2023 <i>Palo Alto, CA</i>
Research Fellow UC Irvine Akbari Lab	Jun 2022 — Sep 2022 <i>Irvine, CA</i>

EDUCATION

USC Jimmy Iovine and Andre Young Academy <i>Bachelor of Science - BS in Arts, Technology, and the Business of Innovation</i> GPA: 3.85/4.0, Presidential Scholar (Half-Tuition Merit Scholarship), Top 5% of Class	Sep 2024 — Jun 2028
The Harker School Activities and societies: Medical Club, Varsity Lacrosse, Women in STEM, TALON Yearbook, Harker Aquila	Aug 2020 — May 2024

PROJECTS

Context-aware app that turns saved social content into real-world actions using multimodal AI , Cue Designed and built an app that extracts intent from social posts using multimodal AI and surfaces them contextually based on location, calendar, and deadline. Engineered the end-to-end pipeline from social post ingestion to contextual surfacing using GPT API, Google Places API, FFmpeg, and Claude Code.
Computer vision platform delivering real-time athletic performance metrics , Kairo Co-founded and designed a computer vision platform for real-time athletic performance tracking. Recruited 6 collegiate diving teams to pilot the software and participated in USC's 10-week incubator.
AI-powered 3D math platform pairing natural-language explanations with interactive visualizations , Mobius Designed and developed the interface for an AI-powered platform that explains complex 3D mathematical concepts through natural language paired with interactive visualizations of surfaces.

CERTIFICATIONS

Figma for Education Summer Camp 2026 , Figma	Aug 2026
Dissecting the cis-regulatory syntax of transcription initiation with deep learning ,	May 2024

SKILLS

UIUX Design · Figma (Software) · Product Design · Interaction Design · Design Systems · UX Research · Rapid Prototyping · Visual Design · Claude Code · Cursor · Framer · Blender · Adobe Creative Cloud · Unity · React · shadcn · TypeScript · Node.js · JavaScript · HTML/CSS · XCode · Python · C#