SELECTED PROJECTS & CREATIVE WORK

Anika Chawla

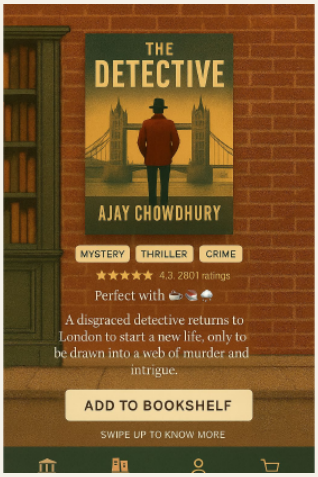
Reader. Writer. Aspiring computer scientist.

Reading sparked my interest in a practical question: how can technology help someone choose their next book? Exploring that question through Bookie drew me toward the foundations of computer science.

BOOKIE

From reading preferences to discovery

Bookie is a book-discovery project centered on a swipe-based interface. My product overview explores onboarding preferences, discovery cards, bookshelves, ratings, and community discussions. These designs document intended experiences; they do not establish that every feature is implemented.



Original Bookie design. Sample ratings are mockup content.

QUESTIONS I WANT TO UNDERSTAND

How can a few onboarding answers reveal reading preferences?

How should book information be organized to find connections quickly?

How can recommendations balance familiarity with discovery?

WRITING & COMMUNITY

Published *A Strange Encounter* through BriBooks in the Science & Technology category; received a Bronze Award in the Queen's Commonwealth Essay Competition (2023). My school experiences also include student leadership, participation in counselor-led peer-support sessions, and SheCode.

PORTFOLIO LINK

Add the public website URL after final review and access setup.

REVIEW DRAFT - Verify details and add the public URL before submission.