

WORK EXPERIENCE

UI/UX Designer | Johnson and Johnson

January 2024 – April 2024

- Currently immersed in the design process at Depuy Synthes, ranging from user research to prototyping, specializing in crafting intuitive platforms tailored for orthopedic surgeries focusing on hip, knee, and shoulder replacements, resulting in a notable 20% improvement in user satisfaction and in a continuous 25% enhancement in project delivery timelines.
- Actively contributing to the development and maintenance of a unified design system, bolstering consistency across diverse platforms catering to surgeons and patients, while concurrently reducing design inconsistencies by 30% and increasing 20% user retention.
- Won the INSPIRE GROW award in the leadership category for proposing mobile app designs with exceptional UX functionality.

UI/UX Designer | Enovation Controls

June 2023 – August 2023

- Key role in redesigning and testing digital devices for speed boats, trucks, and vans, resulting in an 80% boost in usability and efficiency, leading to a 40% overall product improvement.
- Performed 20 usability interviews, think-aloud analyses, and system usability tests, achieving a remarkable 99% increase in device usability and user satisfaction, providing invaluable insights for project success.
- Significant contribution to prototyping of an integrated marine app for 18 client digital devices, collaborating closely with stakeholders to fully comprehend requirements and deliver an impressive 95% increase in user-centric impact.

UX Researcher and Designer | Purkayastha Lab for Health Innovation (IUPUI)

August 2022 – Present

- Conducted contextual inquiries, end-user research, and participatory design studies involving 35 healthcare providers and nurses. Also, held research involving Kenyan healthcare providers for comprehensive insights.
- Achieved an 80% improvement in the usability and efficiency of the NeoRoo app's newborn baby designs. Successfully mentored Google Summer of Code '23 contributors, resulting in a 90% development completion rate.
- Successfully launched the app on Playstore, receiving a 4.0 customer rating and published a Research paper.

Product Designer | Fitpeo

May 2021 – July 2022

- Performed user surveys with 11 patients aged 50+, leading to a comprehensive redesign of the Fitpeo app's interface using a neomorphic/soft interaction design approach. Identified and addressed 60% of usability issues and improved accessibility by 55%.
- Designed information architecture for CCM, RPM, and BHI modules, reducing 50% of healthcare providers' physical work and modeling graphs that showed 95% accuracy with linked devices.
- Collaborated with developers in crafting the website using HTML, CSS, Javascript, and Angular, contributing to a 5-star customer-satisfaction rating and generating a 40% increase in revenue through improved user experience design.

UX Designer and Frontend Developer | Job Vacancy Result

January 2020 – April 2021

- Developed an 80% feature-rich solution through comprehensive market competitor analysis and alignment with system requirements.
- Deep-dived into research and analysis for job portals' hiring procedures, job listings, and recommendation models.
- Collaborated effectively with a cross-functional team of 4 designers and 10 developers to create a web dashboard front-end using HTML, CSS, React JS for job openings, resulting in a remarkable 60% growth in the user base.

EDUCATION

Indiana University-Purdue University Indianapolis

August 2022 - May 2024

Master of Science - Human-Computer Interaction | GPA: 3.97

- Awards: Received Merit Scholarship of \$9000, Google Summer of Code (GSOC) Mentor - LibreHealth, Lightning Talk Speaker at Richard Tapia 2023 Conference, Participated in CHI Design Competition 2023.

University of Mumbai

July 2016 - August 2020

Bachelor of Engineering - Information Technology | GPA: 3.75

- Awards: Winner of Smart India Hackathon 2020, Gold Medalist in Chess, 2nd place in Design thinking competition.

SKILLS

Design Methods: Interaction Design, Visual Design, Design Systems, Material Design, User flows, Behavioral Design, Wire-framing, Iterative Design, High Fidelity Prototyping, Information Architecture, User centered design, Inclusive Design, Responsive Design

Research Methods: User Research, Field Research, User Interviews, Surveys, Personas, Card Sorting, Usability Testing, Competitive Analysis, User Empathy, Affinity Mapping, Literature Review, Heuristic Evaluation, A/B Testing, Communication, Presentation

Tools: Figma, Adobe XD, Sketch, Adobe CC, Framer, Miro, Photoshop, Illustrator, Invision, HTML5, CSS3, Python, Javascript, Webflow, Jira, Visual Studio, Wordpress, Oracle, Microsoft Excel, Word, React JS, Angular JS, Microsoft Powerpoint, Github