

EXPERIENCE

- UX Researcher | University of Washington

Seattle, WA Sept 2024 - Present

  - Led independent research to refine AI companion design principles through focus groups, user journey mapping, and heuristic evaluations, incorporating quantitative analysis for deeper insights. Conducted interviews, surveys, and focus groups to drive user-centric improvements and optimize user journeys
  - Advocated for user insights by effectively communicating research findings through presentations and reports, influencing design practices and the strategic direction of AI companion chatbot development to prioritize natural and human-centered conversational styles
- UX Research and Design Intern | Saints Scholars Inc

Boston, MA (remote)| June 2024 - Aug 2024

  - Leading data-driven UX transformation for Saints and Scholars' responsive web experience, boosting donation conversion rates and monthly signups and enhancing web presence
  - Designing and conducting user research sessions, including interviews, surveys, and focus groups, to optimize user journeys
  - Contributing to strategic planning and design decisions, collaborating across teams to create user-driven, detail-oriented solutions in a fast-evolving environment.
- Graduate UX Researcher (Sponsored) | Amazon

Seattle, WA | Jan 2024 - April 2024

  - Analyzed the usability of Blink SPP and Consumer Electronics (Fire Tablet) comparison charts on Amazon as an integral part of the customers' shopping experience.
  - Conducted 12 moderated remote user interviews using the think-out-loud method and task analysis. Effectively integrated qualitative and quantitative analysis within tight resources and timelines, using data coding and affinity mapping for insights, and descriptive statistics for data-driven results.
  - Delivered actionable recommendations to research teams, directly influencing design updates that optimized the comparison chart experience for millions of Amazon customers.
- UX Researcher Intern | ProtoTech Solutions

Pune, India | March 2022 - Jun2022

  - Spearheaded heuristic evaluation and conducted user interviews, identifying critical usability issues early in developing 3D CAD software plug-ins, which led to a 20% improvement in user task success rates and a 10% increase in user satisfaction.
  - Developed interactive prototypes for the 3D PDF Toolkit and utilized performance metrics (e.g., navigation efficiency, task completion rates) to validate design decisions, reducing task completion time by 15%.
  - Collaborated with product teams to iteratively refine designs, ensuring improved usability and functionality.
- UX Design Intern | OutLearn (Early Stage start-up)

Delhi, India (Remote) | Jun 2021 – Aug 2021

  - Defined a comprehensive research plan for an E-Learning app. Communicated the value of user research by presenting complex findings and insights during interdisciplinary team meetings
  - Partnered with cross-functional teams, including product managers and engineers, to create a streamlined design system that reduced design-developer handoff time by 30% and ensured consistent user experiences across platforms.
  - Created and delivered high-fidelity wireframes, user flows, and interactive prototypes for mobile and web interfaces, directly contributing to the launch of the app's MVP, which led to a successful product release and early positive user feedback.

EDUCATION

- University of Washington

Seattle, WA

Masters of Science, Human Centered Design and Engineering, GPA: 3.98

Sep 2023 - Jun 2025

Relevant Coursework: Qualitative Research, Usability Testing, User-Centred Web Design, UX Research and Business
- Maharashtra Institute of Technology

Pune, India

Bachelor of Design, Human-Computer Interaction, CGPA: 9.51

July 2019 - Jun 2023

Relevant Coursework: Human-Computer Interaction, UX Research, Interaction Design, Prototyping, Usability Testing, Behavioral Design, Immersive UX, Data Visualization, HTML, CSS, Design Thinking

PROJECTS

- UX Researcher

April 2024 – June 2024

Perception Study of Young Adults on Autonomous Vehicles in High-Risk Situations

  - Developed and implemented a survey design to screen interview candidates and collect quantitative data from participants
  - Designed and conducted three qualitative research techniques- 5 Interviews, field studies and online observational studies
  - Analysed Data using inductive data coding, designed a comprehensive codebook highlighting key codes, themes and memos

SKILLS

- Design Skills:

User Flows, Card Sorting, Information Architecture, Wireframes, Interface Mockups, Prototyping, Mobile and Web Interface Design, Interaction Design, Style Guides, Handoffs, Product Strategy, Innovative Design Thinking
- Research Skills:

Ethnography, Research plan, User Interviews, Focus Groups, Personas, Storyboarding, Contextual inquiries, Heuristic Evaluation, Competitive Analysis, Affinity Mapping, Storytelling, Roadmaps, A/B testing, Performance metrics, Task Analysis, Field Studies
- Tools:

Figma, Sketch, Usertesting.com, Qualtrics, Tableau, Google Forms, Survey Monkey, MS Excel ProtoPie, Adobe Creative Suite, Marvel, InVision, Blender, Fusion 360, HTML, CSS, Miro, Mural