

EXPERIENCE

Product Research and Design Intern Amazon	<i>New York Jun 2025 - Aug 2025</i>
- Designed an interactive Customer Anecdote Library to centralize internal AI tooling, improving discoverability and reducing redundancy across FinTech Org - Conducted usability tests on new design system components; reduced average time on task by 12% and improved adoption by 40% with proposed design recommendations. - Led redesign of complex financial search system, unifying dual search mechanisms and implementing context-aware filtering, resulting in 48% increase in CSAT (2.7 to 4.0)	
AI Product Designer (Capstone) GitHub	<i>Seattle, WA Jan 2025 - Jun 2025</i>
- Designing intuitive AI-powered developer workflows by integrating human-centred design principles, ethnographic research, and rapid prototyping to optimize interaction across web, mobile, and IDE integrations. Collaborated with engineers and product managers to refine GitHub Copilot’s UI and IDE integrations, ensuring seamless interaction and accessibility. - Prioritizing high-value features by synthesizing research findings and delivering actionable recommendations to enhance GitHub’s competitive edge.	
Product Design Intern Saints Scholars Inc (Non Profit)	<i>Boston, MA (remote) June 2024 - Present</i>
- Led user-centred product innovation and front-end concept development, increasing donation conversion rates by 20% through optimized user flows and accessibility-focused design decisions. - Designed low and high-fidelity prototypes and conducted user research sessions, interviews, surveys, and A/B testing, 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.	
Product Designer KBCS FM Radio Station	<i>Seattle, WA March 2024-June 2024</i>
- Applied human-centered design methodologies to enhance digital experiences, improving accessibility and engagement, leading to a 15% increase in sign-ups. - Conducted user research and usability testing to refine content discovery and engagement. - Optimized the online booking system for community events, streamlining the user flow and reducing friction points and improved listener participation by 20%	
Product Designer ProtoTech Solutions	<i>Pune, India March 2022 - Jun2022</i>
- Optimized workflow efficiency in technical design environments by redesigning 3D CAD software interfaces, reducing task completion time and increasing success rates by 20%. - Headed a heuristic evaluation and user interviews (12 participants) to detect and resolve usability errors during the early stages of product re-development, informing design decisions leading to a 10 percent increase in user satisfaction - Designed an interactive prototype of the 3D PDF Toolkit application and thoroughly assessed its performance using a range of performance metrics (Navigation and Task Success) - Successfully pitched and executed the integration of high-fidelity screens for website re-design	
Product Designer OutLearn (Series A Start-up)	<i>Delhi, India (Remote) Jun 2021 – Aug 2021</i>
- 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 - Designed user flows, low and high-fidelity wireframes, and interactive mobile and desktop prototypes (onboarding, chatbot, homepage and four features) and handoff documentation for devs - Led cross-department collaboration to develop a streamlined design system with the product team - Partnered with product managers and engineers to launch MVP and conducted product testing for version 2	

EDUCATION

University of Washington	<i>Seattle, WA</i>
<i>Masters of Science, Human Centered Design and Engineering, GPA: 3.98</i>	<i>2025</i>
Maharashtra Institute of Technology	<i>Pune, India</i>
<i>Bachelor of Design, Human-Computer Interaction, GPA: 4.0</i>	<i>2023</i>

PUBLICATION (Under Review CHI Conference)

Rethinking Flexibility in AI Companion Design Principles: Balancing User Experience and Safety in Emotional AI Interactions

SKILLS

Design Skills: User Flows, Front-End Innovation, Card Sorting, Information Architecture, Wireframes, Interface Mockups, Prototyping, Mobile and Web Interface Design, Interaction Design, Style Guides, Product Strategy, Innovative System Thinking
Research Skills: Ethnography,, 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, Sketch, Adobe Illustrator, Adobe Photoshop, MS Excel ProtoPie, Marvel, InVision, Blender, Fusion 360, HTML, CSS, Miro, Mural, Omnigraffle, Balsamiq, Tableau, Axure, Principle