

## SUMMARY

Product Designer with **5 years of experience** and a Master's in Human-Computer Interaction (HCI), specializing in creating user-centered digital experiences across multiple devices. Skilled in designing and developing intuitive interfaces, enhancing usability, and ensuring accessibility using tools like Figma, WordPress, and front-end technologies. A strong collaborator, adept at managing cross-functional teams, applying Agile methodologies, and leveraging user research to drive innovation and refine product strategies.

## EXPERIENCE

### UX/UI Designer | University of Maryland

06/2023 - Present

- Defined requirements and delivered scalable design solutions in collaboration with 10+ stakeholders and senior designers.
- Designed and developed 10+ responsive websites using Figma and WordPress, aligned with UMBC's design system and accessibility standards.
- Improved usability by optimizing 15+ user flows and refining key interaction patterns across 5+ department sites.
- Enhanced accessibility and navigation through improved information architecture and WCAG/ADA-compliant design practices.
- Bridged design and development by implementing UI solutions with HTML and CSS in WordPress.
- Maintained and updated content for high-traffic academic sites like SURF and CNMS, ensuring brand consistency.
- Mentored student assistants on UX principles, Figma prototyping, and collaborative design workflows.
- Adapted to fast-changing academic environments, demonstrating sharp decision-making and problem-solving skills.

### Product Designer | University of Maryland

08/2023 - 12/2023

- Led product design for the Center for Art, Design, and Visual Culture at UMBC as part of a participatory design initiative.
- Conducted client and user interviews to identify core pain points and define key website requirements.
- Designed donation flow informed by user surveys and mental model mapping to enhance clarity and engagement.
- Researched 10+ art gallery and 5+ exhibition websites to benchmark features and establish best practices.
- Evaluated platform feasibility across WordPress, Webflow, and UMBC's internal system to recommend the optimal solution.
- Ran heuristic evaluations to refine features and deliver customer-centric improvements.
- Created and tested 5+ mockups and Figma prototypes to validate donation workflows and payment gateway integration.

### Senior UX Systems Engineer | Infosys Limited

05/2018 - 04/2021

- Designed and developed RPA dashboards and bots (Automation Anywhere), resulting in a 25% reduction in business resource usage.
- Resolved flaws and usability issues via UATs and regression testing, improving dashboard efficiency by 15%.
- Tested 150+ bots, meticulously identifying and addressing critical issues.
- Led UI brainstorming sessions and implemented design updates based on evolving project goals.
- Collaborated with project managers, developers, and clients to integrate feedback and enhance design outcomes.
- Documented design & development processes to ensure consistency, optimizing cross-functional teamwork efforts.
- Trained and onboarded 3+ team members to boost onboarding efficiency and cross-functional knowledge sharing.

## EDUCATION

### M.S. in Human-Computer Interaction | GPA 3.9/4

The University of Maryland  
Baltimore County, USA (2022 - 2024)

### B.E. in Computer Science | GPA 7.5/10

Rajiv Gandhi Technical  
University, IN (2013 - 2017)

## SKILLS

### Design Skills

- UX Design
- Prototyping
- Wireframing
- Color Theory
- Visual & UI Design
- Design System
- Usability Testing
- Data Visualization

### Research Skills

- User Interviews
- Surveys
- Competitive Analysis
- Persona
- Empathy Mapping
- Accessibility

### Tools and Technical Skills

- Figma
- Miro
- WordPress
- Acquia Optimize
- Agile
- Jira
- HTML/CSS

### Soft Skills

- Empathy
- Stakeholder Management
- Collaboration
- Problem-solving
- Attention to Detail