Soham Thatte

● Product Designer ● B.DES

I'm a 4th-year Product Design student at MIT Institute of Design with cross-industry internship experience. I specialize in product thinking, user research, and crafting human-centered digital experiences. I enjoy building intuitive interfaces, modular design systems, and solving real-world UX challenges through collaboration and iteration.

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Work Experience

etherdesign
UX Design Intern

June 2024 - July 2024
Bengaluru, India

Toddle is a LMS platform for IB schools. Designers working at toddle are called product owners

- Redesigned the website for an overseas client by translating the client's mission and values into a compelling digital experience tailored to their audience.
- Conducted deep research on similar organizations to extract user patterns, design inspirations, and UX heuristics, driving informed design decisions.
- Delivered high-fidelity wireframes and layout hierarchies that enhanced stakeholder alignment and decision-making.
- Presented research findings using structured briefs and visual summaries to support design rationale during client consultations.
- Designed responsive page compositions optimized across screen sizes, emphasizing clarity, engagement, and user-friendliness.
- Brought in modern UX sensibilities to craft a youthful, intuitive, and visually appealing user experience aligned with evolving digital behaviors.

Bosch
UX Strategy & UI Intern

May 2025- July 2025
Bengaluru, India

- Redesigned key user flows and interfaces across enterprise platforms, leading to a 21.3% increase in UI efficiency and reduced task ambiguity.
- Strengthened the Bosch design system with a modular, scalable approach — enhancing component clarity and contributing to an ~18% rise in design consistency.
- Delivered experience improvements across two high-impact process areas, driving a 14.7% increase in feature adoptionby internal stakeholders.
- Applied product thinking to identify friction points in complex workflows and redesigned them to align with long-term scalability and usability goals.
- Earned recognition for ownership mindset, design maturity, and cross-functional collaboration, adapting to fast-paced, structured enterprise environments.

Skills

- User Research, Wireframing, Prototyping, Design Systems, Usability Testing, Accessibility, Information Architecture.

Freelancing
Started after Ether Design

March 2024-August 2025

- Designed and delivered the end-to-end UI Jobsub app (which is live), including its homepage, resulting in a 258% increase in user sessions and a 134% increase in impressions.
- Spearheaded the end-to-end design of a stock screener from scratch, developing a comprehensive design system and an interactive prototype to create a more intuitive and engaging user experience.

Education

MIT Institute of Design
User Experience Design (B.des)

2022- 2026

Currently in the 4th year of a rigorous UX Design program, with hands-on training across the end-to-end design process. Focused on product thinking, user research, interaction design, and building scalable, user-centered digital solutions. Completed multiple cross-industry internships applying modular systems and collaborative design strategies.

Soft Skills

Positive mindset
Foster open collaboration with a positive and solution-driven attitude. Known for encouraging team morale and creating a safe space for ideas.

Willingness to learn
Quick to adapt and stay updated with new tools, trends, and UX best practices. Curious by nature and proactive in upskilling.

Accountability & Team Spirit
Take ownership of tasks and value collective success. Strong believer in respectful communication, feedback, and continuous improvement.

Tool Sense

Figma
Advanced

2022 - 2026

I have been using figma since the start of my journey and I have a good hand with it.

Figma · Framer · Illustrator