



# Manali Desai

## User Experience Designer

 <https://dmanali.github.io/portfolio/>

 [www.linkedin.com/in/manalid](http://www.linkedin.com/in/manalid)

 manali76@gmail.com

 (1) 321-525-5762

 Indianapolis, 46202, IN

## About Me

I believe in minimalistic design and intuitive user experiences. My strengths are storytelling and empathizing with the users. I constantly challenge myself to keep updated with different skills and technologies required for user interface designing and prototype development.



## Work Experience

[School of Informatics, Indiana University](#) | Research Assistant | Jan'16 – Till date

- User Experience Designer and a Web Developer for **Convergent Media & Exploratory Technology Lab** on *Moral Distress Thermometer* Project for *School of Nursing*
- Part of the prototype design and development team for *MIVA* (Medical Information Visualization Assistant) with Dr. Anthony Faiola

[IDeaS, a SAS Company](#) | User Experience Design Intern | May '16 – Aug'16

- *Group Evaluation* feature for G2 mobile app - Designed low fidelity prototype as per iOS Human Interface standards using Balsamiq and Justinmind
- *GM Mobile Dashboard* - Conducted User interviews with team and design

[EMC Corporation](#) | Senior Software Engineer | Jun'14 – Jul'15

- Design and developer for *VDP* (Backup and Recovery Solution) plugin for VMWare VSphere

[IDeaS, a SAS Company](#) | Senior Software Engineer | Apr '13 – May'14

- Design Development of *Tetris* (G3) application
- Trainer and mentor internal project team members on Adobe Flex and Vaadin

[Cognizant Technology Solutions](#) | Associate | Jun'11 – Apr'13

- Onsite technical consultant for IDeaS
- Lead Developer for redesigning of G3 Application
- Adobe Flex trainer and mentor for team members

[Persistent Systems Ltd.](#) | Software Engineer | Jan'08 – Jan'11

- Development of different POCs, Flex trainer for Flex Competency Center
- Lead a team for Adobe e-Signature Project for UI Development



## Education

- MS – Human Computer Interaction | Graduating in May 2017 | GPA 4.0
- Master of Computer Application | Jun 2008
- Master of Science (Instrumentation Science) | Jun 1998

## User Experience Designing Skills

### Design Methodologies

**User Research** - Contextual Design, Interviews, Observations

**Interaction Design** – Sketching, Storyboarding, Prototyping

**Usability Evaluation**

### Design Tools

Axure RP      Balsamiq

Justin Mind      InDesign

Adobe Muse      Adobe XD

Adobe Photoshop (Basic)

## Technical Skills

Flex/      Bootstrap  
ActionScript

Java      JQuery

HTML5      Oracle

CSS3      MySQL

Java Script      R-Programming

## Project Management Skills

**Agile Methodologies** - Pair Programming, TDD, Storyboard etc.

**Rally, Version One**

**Subversion, GIT, CVS**

**Bugzilla, JIRA**