

# Divya Ravi

Interaction Designer

## Contact information:

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[LinkedIn](#)

[Portfolio Website](#)

Includes a collection of my works.

## Skills

### Software

Photoshop

Figma

Balsamiq

SketchUp

Enscape

Autocad

InDesign

### Scripting & Programming Languages

HTML

CSS

Java

JavaScript

## Methodology

Design Thinking

Heuristic Evaluation

Usability Testing

Double Diamond

Object Oriented Design

## About me

Interaction designer with a Master's in Interaction Design from The University of Sydney and a background in architecture, bringing a unique blend of spatial and digital design expertise to create scalable, user-friendly, and data-informed interfaces. Skilled in translating complex user needs into engaging solutions that enhance business goals and user satisfaction.

## Core Competencies

- **UI/UX Design:** Low-and High-Fidelity Prototyping, User Scenarios.
- **Research & Testing:** Usability Testing, Task Analysis, Workflow Design
- **Agile Collaboration:** Cross-functional Teamwork, Stakeholder Communication, Design Systems
- **Technical Skills:** HTML, CSS, JavaScript, Java, Figma, Balsamiq, Photoshop, InDesign

## Education

Master of Interaction Design and Electronic Arts |

**The University of Sydney** | Feb 2023 - August 2024 | [Distinction Average](#)

- Focus: **Interface Design, Product Design, and Usability Engineering**
- Technical Skills: Front-end Development (HTML, CSS, JavaScript) and Object-Oriented Programming, Design Thinking, Prototyping, User Research. ([Transcript](#))

Bachelor of Architecture |

R.V College of Architecture | August 2017 - June 2022 | [Bangalore, India](#)

- Accredited Architect with project management experience and a focus on integrating aesthetics, functionality, and sustainability.
- **Internship at BNA (Balan and Nambisan Architects)** working with project leads ensuring alignment with client requirements.

## Professional Experience

### Lead Experience Designer

[Infosys Technologies Limited](#) | March 2025 – Present

- Sole UX designer for a national pension services portal, creating high-fidelity, developer-ready Figma screens focused on accessibility, responsiveness, and clarity.
- Collaborated with developers to ensure smooth handoff and consistent implementation.
- **Led UX research** and competitor analysis for a proposed government IP platform to streamline patent filing workflows.
- Contributed to the **eGov DIGIT 3.0** platform, designing intuitive, scalable interfaces for government services used across India.

[Skills : [User research](#), [Lo-Fi and Hi-Fi prototyping](#), [Wireframing](#), [Design systems](#) ]

# Certification

## Coursera Certifications

[Basics of Web Development](#)  
(JavaScript, HTML, CSS)

[Google UX Design Specialization](#)

[AI for Everyone](#)

[Generative AI for Everyone](#)

# Skills

**Project Management:**  
Team leadership.

**Communication:**  
Verbal/written communication, technical presentations, documentation.

# Publication

## Equity Research Assistant using Retrieval Augmented Generation [Gen-AI]

- Enhanced AI transparency by developing design principles to communicate trustworthiness in LLM-generated reports for domain experts.
- Conducted user research to understand user trust factors, applying findings to improve UX in AI-driven applications.
- Paper published at ACM CHI (CORE A\* Conference) – Late Breaking Work **2025\***, titled **“Exploring Trust and Transparency in Retrieval Augmented Generation for Domain Experts”**.

[Skills : [User testing](#) , [Wireframing](#), [Lo-Fi and Hi-Fi figma prototyping](#) ]

## Academic Projects

### Beach Safe - partnered with Surf Life Saving [unit : Graduation Studio]

- **The project was the stand-out contribution out of the 30 submissions overall, and was showcased in the 2024 USYD ADP Graduate Showcase end of year Exhibition.**
- Designed a mobile app enhancing beach safety with Google Maps integration, AR features, and faster emergency responses.
- Established **design principles** centered on influencing individual user behaviors.
- Learned multiple techniques and application of those techniques (*reframing, clustering, themes*).

[Skills : [User-centered design](#), [Design Thinking](#), [Figma Prototyping](#), [User testing](#), [Accessibility](#) ]

### Tin Sheds Gallery Quest [unit : IDEA Studio 2]

- Led a project to **revitalize community engagement** using innovative archival materials and interactive testing methods.
- Refined concept through a series of **iterative processes**, employing various testing formats including bodystorming.

[Skills : [Engagement framework](#), [Storyboarding](#), [Bodystorming](#), [Backcasting](#) ]

### Cartoon Encyclopedia [unit : Web Application Development]

- Built a **three-tier data analytics web app** with the MEXN stack (MongoDB, Express.js, Node.js, Vue.js).
- Developed **front-end and back-end for authentication, authorization, and CRUD functions**.

[Skills : [Front-end development](#), [MEXN stack](#), [responsive design](#), [GitHub](#) ]