

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*]