

# Sahil Deshpande

## UX Researcher and Designer

✉ sahilcd23@gmail.com    ☎ +1 (317)418-2612    📍 Indianapolis, IN, USA    🔗 <https://sahil-deshpande.framer.ai/>  
🌐 [www.linkedin.com/in/sahilcd](http://www.linkedin.com/in/sahilcd)    🏠 Google Scholar

### EDUCATION

#### Master of Science in Human-Computer Interaction, Indiana University, Indianapolis

August 2024 – May 2026 | Indianapolis, United States

#### Bachelor of Technology in Computer Science Engineering, Indraprastha Institute of Information Technology, Delhi

April 2020 – May 2024 | Delhi, India

### PROFESSIONAL EXPERIENCE

#### Fulcrum GT, Junior Associate - UX

May 2025 – Present | Chicago, United States

- Designing and delivering 15+ production-ready screens and a **modular, scalable design system** optimized for **accessibility** and **developer handoff**.
- Working in a cross-functional team to design the end-to-end experience for an **AI-powered internal resource planning tool** for legal operations; featured in live demo at **ILTACON 2025**, receiving **positive stakeholder feedback**.
- Conducted **elevator pitches** at investor events and on-site, leading **design storytelling and executive alignment**.

#### SETH Lab - Indiana University, Graduate Research Assistant

August 2024 – present | Indianapolis, United States

- Conducting a **systematic literature review** (50+ papers) on VR for children using the PRISMA framework; extracted inclusive, sensory-aware, and developmentally appropriate **design strategies for both neurotypical and neurodiverse users** (e.g., ASD, ADHD, IDD).

#### Wadhvani AI, UX Research Intern

June 2023 – August 2023 | Delhi, India

- Designed **10+ AI solution screens** using strong visual hierarchy, color theory, and typography to communicate complex concepts to global stakeholders, resulting in **positive feedback from G20 summit reviewers**.
- Developed user-friendly screens with clear visualizations to **enhance explainability and comprehension** for a Geospatial tool for healthcare workers using secondary research data, leading to **improved training efficiency**.

#### Living Lab IIITD, Undergraduate Researcher

August 2022 – April 2023

- Conducted **mixed-method research** to understand the preferences and challenges of Indian university students in online dating, leading to insights that informed **need for features that encourage genuine user self-representation**.
- Conducted in-depth analysis of over **10 competitive dating platforms**, evaluating **user experience and safety features**; identified **essential improvements** to enhance privacy for women users, leading to **actionable design recommendations**.
- Proposed **design guidelines** for dating apps, emphasising emotional intimacy, gender equality, and user privacy.

### SKILLS

#### Design

UX Design • Visual Design • User Flow • Wireframes • Prototypes  
• Design System • Typography • WCAG

#### Research

User Interviews • Contextual Inquiry • Usability Testing • A/B Testing • Surveys • Competitive Analysis • Data Analysis

#### Software

Figma • Photoshop • Adobe XD • HTML • JavaScript • Python • Machine Learning • LLMs • SQL • Git • Jira • Protopie • Cursor • Qualtrics • React • Tailwind

### PROJECTS

#### LegalBot, Conversational Legal Assistant

January 2025 – April 2025

- Designed and evaluated a **conversational user interface (CUI)** to simplify access to legal rights and resources, focusing on clarity, tone, and usability for non-expert users.
- Conducted **script refinement, flow testing, and platform comparisons** (Voiceflow vs. Thesys) to improve response quality and task orientation based on user feedback.

#### Canvas Learning Management System Redesign

August 2024 – October 2024

- Conducted a **Heuristic Task Analysis, user interviews**, and **think-alouds** with students, professors, and faculty to **identify and analyze pain points** in the Canvas LMS user experience.
- Streamlined **multi-step academic workflows** through 15+ redesigned screens, improving task success by 117% and reducing user friction by 86% through iterative prototyping and user feedback.

#### DiabEase, Effective Diabetes Management using LLMs

January 2024 – May 2024

- Conducted **user interviews with diabetic users** and their aids, **focusing on an elderly user group** to understand their **behaviors and expectations** with managing their condition.
- Designed and developed a **Retrieval Augmented Generation (RAG)** using **Python** to create a **chatbot** to assist them.
- Used **LLMs and RAG pipelines** to simulate conversational UX, enhancing clarity and support for elderly users managing chronic conditions.

### PUBLICATIONS

#### It's a (Mis)match: Practices and Perceptions of University Students about Online Dating, HCI International 2024

June 2024

Shah, E., Rana, A., Shashwat, S., **Deshpande, S.**, & Kaur, S.