# Shiny Rachel

## EDUCATION

#### **UX mint** | Freshers Programme on UX & UI

2020-2021

- Focused on design thinking, human-centered design, prototyping, resilience, and speculative design.
- Collaborated with peers to understand team dynamics, decision-making biases, and design perspectives.

## St. Josephs college of Engineering | B. Tech in Information Technology

2016-2020

- Studied under Anna University.
- Focused on coding languages like C, C++, Java, HTML & CSS, and artificial intelligence.

#### SKILLS

Design: User Experience, Interaction Design, User Interface, Physical and Digital Prototyping, Visual

Design, Wireframing, Low-High Fidelity Mockups

Research: User Interviews, User Testing, Information Architecture, Journey Mapping, Quantitative Analysis, A/B Testing, Competitor Analysis, Design Strategy

Software: Sketch, Illustrator, Figma, Photoshop, InDesign, Adobe XD, HTML, CSS, JQuery (working knowledge),

Photoshop, Canva, Balsamiq

Other skills: Cross-functional Collaboration and Communication, Human-centered Approach, Provide and Solicit feedback, Human behavioural psychology

## ACHIEVEMENTS

## Guest Speaker | St. Josephs college of Engineering

March 2024

 $\bullet$  Led a workshop on "Roadmap to UX" for over 50+ students

## Awarded Employee of the quarter | SignDesk

Jan 2024

• Recognized for exceptional performance in the department.

## Completed UX Design Fundamentals | California Institute of the Arts - Coursera

December 2023

• Learned the condensed process for robust UI/UX design.

#### Smart India hackathon runner-up | IIT Roorkee

March 2019

• Developed a distributed biometric-based authentication system using QAuth.

### EXPERIENCE

### Signdesk | Senior Product Designer

May 2024 – Present

- Transitioned to create a no-code based platform
- Performed competitor analysis, wireframes, quantitative and qualitative research, and high-fidelity prototyping
- Collaborated with developers to integrate Joint JS and its creative blockers into the UI

#### Signdesk | UX/UI Designer

April 2021 - April 2024

- Led user experience redesign for SignDesk application and CLM, enhancing design thinking across teams.
- Supported projects involving V-KYC, Digital stamping, client onboarding in franchise and bank CRM.
- Introduced a wallet feature, increasing customer retention by 50

## $\mathbf{AECC} \ \mathbf{Global} \ | \ \mathit{Graphic} \ \mathit{design} \ \mathit{Intern}$

Jan 2021 - April 2021

- Developed interactive experiences for website users across Asia after quantitative research.
- Designed user-driven graphics for banners, newsletters, blogs and magazines.
- Contributed to major revenue-generating content creation.

Hobbies

Classical Singing Completed Grade 5

Journaling

Contemporary Singing

Released songs on YouTube)

Art

Painting and Clay Sculpting