Shreya Valgot

User Experience (UX) Designer | User Interface (UI) Designer

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SUMMARY

With a foundation in Computer Science and a Master's in UX Design, I bring both technical insight and creative problem-solving to every project. I thrive in cross-functional teams, translating complex requirements into intuitive user experiences while collaborating seamlessly with engineers, product managers, and stakeholders. Skilled in research-driven design, prototyping, and accessibility, I adapt quickly to new technologies and challenges.

EDUCATION

Master of Science in User Experience Design

Birmingham City University
Jan 2024 – Mar 2025

Bachelor of Technology in Computer Science & Engineering

G. Narayanamma Institute of Technology and Science
Aug 2019 – Jul 2023

TECHNICAL SKILLS

- UX Research
- User Testing
- Prototyping
- Google Material 3
- Apple Human Interface Guidelines (iOS)
- Web Content Accessibility Guidelines (WCAG) 2.2
- Information Architecture
- AI in UX Processes
- HTML/CSS, Python

TOOLS

- Figma
- SPSS
- AI Tools
- Microsoft Office, Outlook & Teams
- Notion, Trello, Pitch
- Windows & MacOS

PROJECTS

KOI – Japanese Products E-Commerce — *UI Designer*   May 2025 – Jun 2025

- Mastered Google Material 3 in just 2 weeks, recreating UI patterns with pixel-perfect accuracy and applying principles of layout, colour, and typography.
- Built 80+ components with states and **variants** using Atomic Design, documenting anatomy, behaviours, and responsive rules for consistency.
- Developed strong system-thinking skills by making detailed notes and breaking down component stages, accelerating future design iterations.

Pioneering AI in UX Evaluation — *UX Researcher*   Oct 2024 – Mar 2025

- Planned and led the first academic study exploring AI's role in heuristic-based UX evaluation, sourcing MedTracks app screens to compare ChatGPT's feedback with reviews from three UX professionals.
- Organised and synthesised qualitative findings, identifying patterns and prioritising issues; collaborated with the MedTracks team to recommend actionable design improvements.

Arigato – AR Earthquake Safety App — *UX Designer*   Jun 2024 – Sep 2024

- Conducted mixed-method research (45 surveys incl. AnimeCon attendees + secondary analysis of Japan's alert systems); synthesised insights into personas and safety scenarios for tourists.
- Designed storyboards, paper prototypes, and high-fidelity AR flows in Figma, applying information architecture for navigation clarity and systemic architecture to validate technical feasibility.
- Iterated based on A/B testing (AR vs. non-AR, 5 participants with HARUS): replaced 2-step AR activation with automatic alert-triggered countdown, optimising response speed in time-critical contexts.

AccessMuse – Inclusive Museum App — *UX Designer*   Jun 2024 – Aug 2024

- Researched accessibility challenges for visitors with hearing, visual, physical, and cognitive needs through on-site observation and interviews with 4 participants; identified 20+ key usability issues.
- Transformed inaccessible physical museum layouts into an accessible digital format by designing WCAG 2.2-aligned paper and high-fidelity prototypes — featuring isometric maps and customisable exhibit booklets (text, audio, sign language).
- Tested with 5 users (SUS: 72); 80% indicated they would use the app, citing relief from real-world accessibility struggles.

EXPERIENCE

Visual Content Designer – Interpret Media — *Internship*   Jun 2023 – Dec 2023

- Managed and organised content pipelines for 11 B2B client accounts, ensuring on-time delivery through spreadsheet-based tracking and automated scheduling tools.
- Designed platform-specific creatives using Canva and Adobe Creative Suite, maintaining brand consistency across campaigns.
- Increased engagement by 20–25% through targeted outreach, Meta Business Suite optimisation, and competitor/market research.
- Proactively worked beyond standard hours to accommodate client delays, demonstrating ownership, adaptability, and commitment to results.