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EXPERIENCE

Jan 2018 - May 2018

UI Design Intern - Eloquent Techart India Pvt Ltd

- Designed mobile application features based on client needs.
- Created wireframes and low to high fidelity prototypes for mobile applications using Adobe XD. Refined low fidelity prototypes based on client feedback and changing requirements.
- Collaborated with developers for design specifications and assets.
- Projects: 1) Mobile Application for doctors to keep track of appointments and scan prescriptions. 2) Mobile Application for fishermen to track their expenses and employee share.

ACADEMIC PROJECTS

Jan 2021 - Present

Evaluating accessibility check features in prototyping tools

- An evaluation of prototyping tools to check for accessibility check features.
- Interview designers to know how they prefer to have the accessibility check features in their design prototyping software and propose a design solution to motivate designers to include accessibility at an early phase of design.
- Sept 2019 Nov 2019

RIT Event Finder Mobile Application Design

- Designed a mobile application for RIT students and staff to explore and attend events happening on campus, to replace the multiple platforms and applications that exist currently.
- Methods: Contextual Inquiry, Affinity Diagram, Persona Building, Context
 Scenarios, Wireframming, Lo-fi Prototype, User Testing, Hi-fi Prototype.
- Jan 2019 May 2019

Cafeteria Automation System

- Designed and developed an Android application using User-centered design method for students and faculty to order food online from the college cafe.
- Methods: Ethnographic Research, User Interviews, Persona Building, Feature Scoping, Wireframing, Prototyping, Android Development, A/B Testing.
- Feb 2020 May 2020

Usability Evaluation [Wegmans Mobile App]

- Conducted Heuristic Evaluation and Usability Test on Wegman's Android and iOS mobile application (Curbside module).
- Reported potential usability issues with design recommendations.
- Deliverables: Heuristic Evaluation Report, Test Plan, Pilot Test Summary report, Usability Test report.

EDUCATION

O Dec 2021 (Anticipated)

MS Human Computer Interaction

Rochester Institute of Technology Rochester, NY

Foundations of HCI, Information & Interaction Design, Research Methods, Usability Testing, Statistics, Mobile Application Development, Prototyping Wearable IoT devices, User Centered Design methods.

CGPA: 4.0 / 4.0

June 2019

B.Tech Computer Engineering

K.J. Somaiya College of Engineering Mumbai, Maharashtra, India

Fundamentals of Computer Programming, Internet of Things, Human Machine Interaction, Web Technology, Artificial Intelligence.

CGPA: 8.75 / 10.0

SKILLS

HCI

Wireframing Persona Building Rapid Prototyping **Interaction Design** Story Boarding Design Systems **Heuristic Evaluation** Contextual Inquiry **User Interviews** Statistical Analysis **Affinity Diagramming** Survey Design **Usability Testing** Ethnographic Research User flow Information Architecture Accessibility **Problem Solving**

Tools

Adobe XD Figma

Adobe Illustrator Invision

Webflow Sketch

HTML5 / CSS3 Android Studio

Kotlin Android XML