

Bhagyashree Phadnis

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EXPERIENCE

UX DESIGNER | UNIVERSITY OF MARYLAND

Mar 2022 – Present | College Park, MD

- Fixed usability issues and added visual finesse to a mobile app that helps stroke survivors set better goals for therapy.
- Designed new clean and easy-to-use screens to enhance the user experience.
- Communicated rationale behind design decisions and interaction specifics to software engineers and advisors.
- Conducted studies with 5 participants by developing the study protocol with a focus on the app tutorial.

SDE INTERN | COLGATE PALMOLIVE (INDIA) LTD.

Jan 2021 – July 2021 | Mumbai, India

- Led 2 automation projects and presented project strategies, details, and processes to the Colgate leadership team.
- Integrated Python with SAP to automate stock report creation and product rejection; accelerated the processing time by 5x.
- Developed the front-end & back-end of 2 websites using Django to enable access to automation projects.

PROJECTS

COOLSCHOOL | CONFLICT RESOLUTION GAME FOR KIDS

Sep 2022 – Present | UMD, MS-HCI Capstone Project

- Updated the UX and visual design of a game originally developed by the US Federal Mediation and Conciliation Service.
- Designed 50% of the prototype screens and game assets from scratch to conduct user testing with kids.
- Balanced business requirements, and practicality to produce quality interactive game prototypes and design system.
- Collaborated with stakeholders and worked in a team of 4 to reach optimal decisions within 5-week sprints.

PERSONAL EMOTIONS TRACKER (PET) | MOOD TRACKER APP

Oct – Dec 2021 | UMD, MS-HCI

- Followed user-centered design process and designed 60% of the high-fidelity prototype.
- Conducted a literature review of 5 papers and surveyed the app store to ideate necessary app features and smartwatch interface.
- Leveraged information hierarchy, typography, colors, and components to create a strong visual identity and interfaces.
- Expressed the idea using storyboards and iterated over the designs using wireframes.

ISCHOOL IDENTITY | UX RESEARCH FOR UNDERGRAD MAJOR

Oct – Dec 2021 | UMD, MS-HCI

- Conducted 6 contextual interviews to develop affinity diagrams and 2 experience models for discovering and representing aspects of InfoSci students' identity.
- Solved a conceptual problem by understanding users' needs and distilled user research to define a 3-tier strategic solution for promoting the program within the UMD ecosystem.

EDUCATION

UNIVERSITY OF MARYLAND

MASTER OF SCIENCE IN

HUMAN-COMPUTER INTERACTION

Expected May 2023 | College Park, MD

GPA: 4.0 / 4.0

K J SOMAIYA COLLEGE OF ENGINEERING

BACHELOR OF SCIENCE IN

COMPUTER SCIENCE

July 2021 | Mumbai, India

GPA: 9.36 / 10.0

SKILLS

User Research • Storyboarding
Interaction Design • Visual Design
Wireframing • Prototyping
Information Architecture
Customer Journeys • Design Thinking
Data Visualization • Usability Testing
Accessibility Testing • Graphic Design
Agile Methodology

TOOLS

Figma • Adobe Creative Suite • Miro
Invision • Sketch • Trello • WordPress

PROGRAMMING

HTML • CSS • Javascript • React
GitHub

AWARDS & COURSES

1st Place - UXTerps Makeathon 2023
CommunicateHealth Design Challenge

2nd Place - UXTerps Makeathon 2022
Visa Design Challenge

UMD CITI 2021
Social & Behavioral Research

CalArts (Coursera) 2021
UX Design Fundamentals

CalArts (Coursera) 2021
Visual Elements of UI Design

LINKS

LinkedIn:// [bhagyashreephadnis](#)

Portfolio:// [bhagyashreephadnis.com](#)

GitHub:// [bhagyashreep25](#)