

Charvi Golechha

UX Researcher | Product Designer

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EDUCATION

Indian Institute of Information Technology, Jabalpur

2022 – 2026

Bachelor of Design (B.Des.) | CGPA: 9.1

- **Key Coursework:** Design Thinking, Design Research & User Study, Interaction Design, Communication Design, Design Fundamentals, Branding, and Intro to Python.

SKILLS

Design : User Research, Data Interpretation, Wireframing & Prototyping, Usability Testing, Interaction Design, Information Architecture, Design Systems, Visual Design, Accessibility

Tools : Figma, Adobe CC, Framer, Rhino 3D, Blender, Keyshot, HTML/CSS/JS

Certifications : Google UX Design Professional Certificate

Soft Skills : Analytical Thinking, Fast Learner, Detail-oriented, Communication Skills, Empathy

EXPERIENCE

Trainee UX Designer

June 2025 - Present

Playsimple Games

Bengaluru

- Designing **player-learning experiences** that increase retention (+4%) and feature comprehension across casual games through a deeply analytical, data-informed approach
- Collaborating with **analysts and PMs** to translate insights into intuitive flows and prototypes

UX Designer (Freelance)

May - Oct, 2025

Infinite Possibilities

- Designed an **agentic AI platform** for Private Equity & Venture Capital teams with chat-first workflows and complex IA
- Created **flows** and **high-fidelity prototypes** aligned with rapid concept requirements of a 0-1 start-up

UX Research Intern

Nov - Dec, 2024

Stimuler

- Conducted **usability evaluations** for a language learning app and redesigned flows to improve accessibility and reduce cognitive load

Visual Design Intern

July - Aug, 2024

TimelyAI

- Created **marketing visuals** and **set up the asset system** for an internal AI-driven design tool while ensuring brand consistency across deliverables for **40+ clients**

PATENTS

Liver Health Monitoring Device based on Prothrombin Time filed on 6 October 2025. (202521096112)

Mrittika: Sustainable, Portable Air Cooler filed on 24 February 2025. (202521016064)

An Amusement Device for Power Generation filed on 14 December 2024. (202421099126)

Bathing Aid for Children with Cerebral Palsy - Under Filing

PUBLICATIONS

Lessons Learned in Inclusive Game Design: Bridging the Gap Between Visually Impaired and Abled Players

(*Charvi Golechha, Sneha Patni, Shanu Garg*)

ServDes 2025 ([view paper](#))

PROJECTS

EZAM: A Board Game for the Visually Dis/abled

Mar 2024

- Winner: Titan's Design Impact Movement (Under Incubation)
- Designed a **first-of-its-kind**, multi-sensory board game enabling visually impaired and sighted players to **co-play on completely equal terms**.

CoolieCo: Simplifying Luggage Handling for Railways

Oct 2024

- Designed a passenger-centred app that **formalises the currently unstructured coolie service** in Indian Railways through seamless booking, real-time availability, and secure baggage handling.

ACHIEVEMENTS

Build for Bharat Fellowship 2025 by Bharat Digital (**Top 25 out of 25,000 applicants**)

Titan's Design Impact Movement 2024 Winner (Out of 3000 projects)

Asian Paints' INSPIRA 2025 Top 50 (Out of 11,000 participants)

Winner, UI/UX Hackathon 2025 (by NAI)

EXTRACURRICULAR

Gold in Lawn Tennis at 5th Inter-IIIT

Long-distance athlete on the IIITDMJ Track team

Vice President of Samvaad: The Literary & Quizzing Society at IIITDMJ