

Aaditya Shete

UI/UX designer

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Work Experience

UX Designer, University Park

Jun 2023 - Present

- Conceptualized and designed an innovative sustainability platform for University Park residents, offering educational resources and a document upload system for tracking and rewarding sustainable practices.
- Established partnerships with local authorities and organizations to enrich platform content and promote wider adoption, while ensuring alignment with broader sustainability initiatives in the region.

Webmaster, Dining Services, University of Maryland

Jun 2023 - Present

- Led management and upkeep of the dining services website, ensuring current and relevant content.
- Enhanced user experience through the implementation of user-friendly features and improvements.
- Utilized analytics tools for data-driven optimizations based on user engagement and feedback.

UX/Product Design Intern, Crashr

Jun 2023 - Aug 2023

- Established and managed Crashr Design System, optimizing development workflows and fostering cross-departmental collaboration.
- Led collaborative efforts with cross-functional teams to gather user requirements.
- Translated intricate product requirements into high-fidelity wireframes, ensuring a seamless user experience.

Lead Designer and web developer, Chain Reactive LLC

Jun 2021 - Aug 2022

- Drove the product design vision and directed the trajectory and goals for a food ordering and delivery website.
- Conducted participatory design sessions and collaborated with various stakeholders.
- Achieved a significant revenue increase of around **60%** for restaurant orders post-website revamp.

UX specialist and Software Engineer, Ingram Micro India

Jun 2018 - Jun 2021

- Designed and developed the IM360 tool web interface for global sales teams, enhancing user adoption by **83%** through frequent usability tests and user training sessions.
- Co-conceptualized, co-designed, and developed Hive, an application simplifying the post-COVID return-to-work process

Education

University of Maryland

Masters of Science in Human-Computer Interaction (HCIM)
Aug 2022 - May 2024 (Anticipated)

University of Mumbai

Bachelor of Engineering in Computer Science
Aug 2014 - May 2018

Skills

Design Methodologies

User Research • User Testing • Card Sort • Information Architecture • User Flow • User Journey • Persona Prototyping • Wire-framing • Affinity Map • User Interview • Sitemap • Agile • Design Thinking • Heuristic Evaluation

Tools

Figma • Framer • Protopie • Adobe XD • Unity 3D • HTML/CSS/JS • Frameworks (React, Vue, Angular)

Collaborative

Communicative • Flexible • Detail-oriented • Critical thinking • Problem solving

Languages

English, Hindi, Marathi