

Charvi Golechha

UX Researcher | UI Designer | Graphic Designer

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EDUCATION

Indian Institute of Information Technology, Jabalpur

2022 – 2026

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

- **Coursework:** Design Thinking (A), Design Research & User Study (A), Communication Design I & II (A)
- **Additional Courses:** Design Fundamentals I & II (A+), Packaging Design & Branding (A+), Intro to Python (B+)

SKILLS

Design Tools : Figma, Adobe Creative Suite, Rhino 3D, Keyshot, Blender, Website Builders (eg, Wix, Framer)

Certifications : Google's Foundations of UX Design, Google's Start the UX Design Process

Design Skills : User research, wireframing & prototyping, usability testing, sketching, interaction design, HTML, CSS

Soft Skills : Creative Problem Solving, Fast Learner, Detail-Oriented, Empathic, Strong Communicator

EXPERIENCE

UX Design Intern

May 2025 - Present

PlaySimple Games

Bengaluru

- Enhancing player learning experience to boost retention and engagement in the casual gaming space through a deeply analytical, data-informed approach.

UX Designer (Freelance)

May 2025 - October 2025

Infinite Possibilities

- Built an Agentic AI product for private equity and venture capital teams, enabling intelligent deal support through a chat-first interface from scratch.

UX Research Intern

November 2024 - December 2024

Stimuler

- Conducted UX research and design evaluations for a language learning app, contributing insights and redesigns that improved accessibility, reduced cognitive load, and streamlined user flows for better engagement.

Visual Design Intern

July 2024 – August 2024

TimelyAI

- Worked on designing and setting up a database for the company's AI-based graphic design tool.
- Created marketing graphics for the company's clients on a daily basis.

PATENTS

202521096112, "Liver Health Monitoring Device based on Prothrombin Time" filed on October 6, 2025.

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

202421099126, "An Amusement Device for Power Generation", filed on December 14, 2024.

Under-Filing: "Bathing Aid for Children with Cerebral Palsy"

PUBLICATIONS

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

Charvi Golechha, Sneha Patni, Sharu Garg

ServDes 2025 (paper)

PROJECTS

EZAM: A Board Game for the Visually Dis/abled

March 2024

- Winner: Titan's Design Impact Movement (Under Incubation)
- Designed a board game to enable visually impaired and abled people to engage in an inclusive game, free from disparities

CoolieCo: Simplifying Luggage Handling for Railways

October 2024

- Designed a mobile app to simplify & secure baggage handling for Indian Railways passengers
- Implemented features for seamless coolie booking, real-time availability checks, and secure payments

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)

AsianPaints' INSPIRA 2025 Top 50 (Out of 11,000 Participants)

UI/UX Hackathon 2025 by NAI Winner

Gold in Lawn Tennis at 5th Inter IIIT

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