

Lisa Mithani

Product Designer – Interaction & Research

CONTACT

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UNI WORK EXPERIENCE

Peer mentor | Feb 2025 – Jul 2025

School of ADP at University of Sydney

- Develop and **execute mentoring programs for 6 design students**, focusing on enhancing academic performance through tailored study techniques
- Facilitate **Figma tutorial sessions teaching industry-standard architecture** and design system techniques to enhance peers' technical proficiency

Student Representative | Feb 2025 – Jul 2025

School of ADP at University of Sydney

- **Represent the undergrad student cohort's interests at quarterly meetings**, serving as the primary liaison between students, academic, and professional staff
- Compilation and delivery of **comprehensive reports on student feedback**, addressing key concerns from over 500 peers
- Present **actionable insights to academic committees that informed curriculum revisions**, enhancing overall academic programs.

PROFESSIONAL EXPERIENCE

UX Designer | Jan 2023 – Jul 2023

Thales Digital Factory, Singapore

Role: Full-Stack UX Designer for Government Projects

Led the complete UX/UI design process for critical government projects in Singapore:

- Developed a **real-time fleet monitoring dashboard for SCDF**, conducting rigorous usability testing sessions with over 10 end users to enhance functionality and ensure compliance with all regulatory standards.
- **Analysed the clearance processes for HTX by reviewing over 20 interviews** with immigration officers.
 - Created detailed personas based on research findings which were presented to executive leadership to inform the product roadmap during the kick-off stage.
- Facilitated **at least 5 stakeholder workshops to gather feedbacks and validate design concepts**, resulting in actionable insights that directly informed the development of the automated clearance visualisation dashboard for the HTX.

UX Designer | Mar 2022 – Dec 2022

Thales ScaleFlyt Platform

Role: UX Designer for Drone Management Platform

Led UX design initiatives for ScaleFlyt's digital platform, focusing on:

- Conducted **competitive analysis of 50+ companies**, identifying top industry trends and user needs.
- Created a **detailed style guide resulting in streamlined communication among cross-functional teams** and consistency in layout, colour schemes, and typography for over 10 features within the digital platform.
- Organised monthly design review meetings with cross-functional product team in France.

SKILLS	Design	Research	Strategic
	<ul style="list-style-type: none">• Mobile-first UI Design• Design Systems• Data Visualisation• Figma	<ul style="list-style-type: none">• User Interviews• Focus Groups• Usability Testing• Thematic Analysis	<ul style="list-style-type: none">• Design Thinking Facilitation• Stakeholder Management• Agile Methodology• Sustainable Design
RECENT UNI PROJECT	<div>OlympiOS Aug 2024–Nov 2024</div> <div>University of Sydney, Course study project</div> <ul style="list-style-type: none">• Led research and analysis for 'OlympiOS,' a UX design project transforming Sydney's Tumbalong Park Olympics viewing experience, conducting guerrilla interviews with 13 participants and analysing 44 survey responses.• Uncovered critical user engagement gaps showing 77% visitor disengagement, leading to the conceptualisation of an innovative wearable watch solution.• Addressed key pain points in crowd interaction, leading to features that enhanced user engagement by 35% during events.<ul style="list-style-type: none">◦ Notable improvements include a multimodal solution that shows real-time game updates, an interactive sports rulebook, and a synchronised cheering system displayed on venue screens.• Scored 89% overall grade for this project.		
EDUCATION	<div>The University of Sydney Jul 2023 – Jul 2025</div> <div>Bachelor of Interaction Design</div> <ul style="list-style-type: none">• Overall annual grades in High Distinction (HD).• Enhanced qualitative research approach as well as developing at least 15 comprehensive visual documentation reports for assignments, resulting in clearer communication of end-to-end design findings.• Took up Student Representative and Mentorship roles. <div>Republic Polytechnic, Singapore Apr 2018 – Mar 2021</div> <div>Diploma of Design in User Experience (3.23/4.00 GPA)</div> <ul style="list-style-type: none">• Enhanced Figma and user interface design skills through iterative prototyping and feedback sessions with the tutors and peers while also learning basic Coding skills.• For a Final year industry project at Uni, won a 'Symbiosis' award recognition for a Government Healthcare project.• Got my first work experience as an Intern at Thales which converted into a Full time role.		
CERTIFICATES	<div>How to Create Intuitive Products by Imitating Physicality Dec 2024</div> <div>Interaction Design Foundation</div> <div>UX Design for Virtual Reality Nov 2024</div> <div>Interaction Design Foundation</div> <div>HD Average Award Aug 2024</div> <div>Sancta Sophia and University of Sydney</div>	<div>AI for Designers Jan 2024</div> <div>Interaction Design Foundation</div> <div>Generative AI for Everyone Dec 2024</div> <div>DeepLearning.AI</div> <div>Generative AI: Prompt Engineering Basics Jan 2025</div> <div>IBM</div>	