

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	OlympiOS Aug 2024-Nov 2024 University of Sydney, Course study project		
	<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	The University of Sydney Jul 2023 – Jul 2025 Bachelor of Interaction Design		
	<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. 		
	Republic Polytechnic, Singapore Apr 2018 – Mar 2021 Diploma of Design in User Experience (3.23/4.00 GPA)		
	<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	How to Create Intuitive Products by Imitating Physicality Dec 2024 Interaction Design Foundation	AI for Designers Jan 2024 Interaction Design Foundation	
	UX Design for Virtual Reality Nov 2024 Interaction Design Foundation	Generative AI for Everyone Dec 2024 DeepLearning.AI	
	HD Average Award Aug 2024 Sancta Sophia and University of Sydney	Generative AI: Prompt Engineering Basics Jan 2025 IBM	