MADHAV VARMA

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PROFESSIONAL SUMMARY

Product designer seeking full-time UX/Product Designer and Researcher roles starting May 2024.

EDUCATION

University of Texas, School of Information | Austin, TX

Master of Science in Information Studies Expected Graduation: May 2024

- o Current GPA: 4.0
- o Relevant Coursework: Information Architecture Design, Idea to Product, Human-Computer Interaction, Usability, Accessible UX, Data Storytelling, Visual Design, UX and Product Management
- o **3rd Place** at UXPA UT Austin Designathon 2023
- o Graduate Teaching Assistantships: Fall 2023: McCombs School of Business; Spring 2024: College of Natural Sciences

Bharati Vidyapeeth, College of Engineering | New Delhi, India

Bachelor of Technology in Electronics and Communications Engineering | Graduated: May 2019

o Overall GPA: 3.3

EXPERIENCE

Burgermaster Lab, Dell Medical School

UX Researcher and Designer | Austin, TX | January 2024-present

O Working with a team of clinical researchers on developing a **clinical decision support system (CDSS)** to assist dietitians in providing high-quality nutrition education to patients. Responsible for **end-to-end UX research** and delivering the **prototype**.

Thoughtcloud US

Product and UX/UI Design Intern | Reno, NV(Remote) | June 2023-August 2023

- o Conceptualized and developed 4 new product features for 3 different use cases, and user stories using business insights.
- o Created an information architecture (IA) and several prototypes to visualize product enhancements and user journeys.
- o **Design Systems:** Established a comprehensive design system to ensure interface and experience consistency, with documentation for developers.
- Crafted visually appealing developer-ready screens and aligned visual design with the company's brand identity.
- o Facilitated developer handoff with detailed user stories, edge cases, and developer notes.

iDesign.Market

Product Design Intern | New Delhi, India | November 2021-May 2022

- collaborated directly with the CTO and founder/CEO for user experience (UX) research and design for SAAS web apps.
- Translated business inputs into user flows, wireframes, and low, medium, and high-fidelity mock-ups.
- o Led insight extraction from in-person interviews using mixed-methods UX research techniques.
- o Completed usability testing with end users interior designers, contractors, and homeowners.
- o Assisted the front-end development team with **responsive HTML and CSS** code, and detailed developer documentation.

Dyson

Service Engineer - Customer Experience | March 2019-August 2021

- Spearheaded a Design Team of 10 to enhance virtual customer experience (CX) during COVID lockdowns.
- o Conducted research with stakeholders, collaborated with cross-functional teams on beta testing, and optimized value to customers, increasing NPS by 10%.
- o Designed an operational workflow blueprint for the refurbishment facility, increasing output by 32.5%.
- Led pilot testing for troubleshooting a Particulate Matter Sensor error on an air purifier model resulting in a reduction of \$243 per unit in replacement cost. Led a project for data maintenance, tracking, and logistics of standby units boosting NPS by 10%.
- Won Pioneering Award for service design for virtual customer experience and won Employee of the Quarter and Employee
 of the Month for exemplary performance multiple times.

SKILLS

- o Research: User Research, Interviewing, Usability Testing, UX Accessibility Auditing
- o **Product Design:** UX Research, User Interface Design, Visual Design, Interaction Design, Information Architecture Design, Rapid Prototyping, Wireframing, Product Sketching, Design to Development Handoff, UX Writing
- o Design Tools: Figma, Sketch, Adobe XD, Balsamiq, Framer, WAVE, ANDI, WCAG EM Reporting Tool, AXE Web Tool
- o Data Analytics: Excel, Python, and Tableau for data-informed design and business decisions
- o **Product Management:** Product Management (agile/scrum), JIRA
- o Web Development: Proficient in HTML5, CSS3, and JavaScript

ACADEMIC PROJECTS

LastMinute Events App | January 2023-May 2023

o A **UX research and design case study for a community-based ticketing application** connecting buyers and sellers of last-minute event tickets.

Walt Disney World Usability Case Study | January 2023-May 2023

o Analysis of **Disney World's website from a usability standpoint**, containing a report with insights from 6 usability tests.

Circular Mushroom Log Harvester | August 2022-December 2022

o Product Design project for a "Circular Mushroom Log Harvester" to harvest synthetic log-grown shiitake mushrooms **12 times quicker** and **cut labor expenses by 90**%

UT WCWH Hornsense App Redesign | August 2022-December 2022

o A UX/UI case study done for my Information Architecture Class, working closely with **WCWH, a UT Health research initiative**, focused on marginalized communities.