# **Monica Kawade**

**EXPERIENCE** 

## Freelance, Product Designer

NOV 2020 - PRESENT

Owned the design process as the sole designer for a competitive eSports gaming platform.

- Transcribed functional specs to design in Figma (matchmaking pages, match lobby screens), from low fi wireframes to mockups.
- Created a design system for buttons, colors, fonts and components.
- Delivered 150+ final screens to the client.

## **PugMarker Creative Solutions,** *UX Design Intern*

AUG 2020 - OCT 2020 | PUNE, IN

- Worked on a virtual startup pitch experience mobile app, with a focus on increasing user engagement and retention. Developed gamification features like levels, badges, a wallet and points system, and offline investing.
- Conducted initial product brainstorming, identified acquisition points, created user flows, user journey maps, low to high fidelity wireframes and prototypes.
- Other projects I worked on user flow mapping for an EduTech app and a website UI redesign for a premium carpet cleaning service.

## **Symantec**, Software Quality Assurance Intern

JUL 2019 - DEC 2019 | PUNE, IN

- Developed and debugged 147 automation test cases on Symantec Messaging Gateway (SMG). The test cases were written using Robot Framework, Selenium2 library and deployed through Jenkins automation tool.
- Reported 3 bugs to the devs of which 1 was a critical error during software upgrades.

## **EDUCATION**

**Vishwakarma Institute of Technology**, Bachelor of Technology, Computer Engineering (CGPA 9.28)

AUG 2016 - MAY 2020 | PUNE, IN

## **CERTIFICATIONS**

**Georgia Institute of Technology** — *Introduction to User* 

Experience Design

AUG 2020 | COURSERA

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#### **SKILLS**

#### Proficient:

Human-centered design Ideation & Workflows Product thinking Visual design Prototyping C, C++, Java

### Familiar:

HTML & CSS AngularJS

#### **TOOLS**

Figma
Adobe XD
Photoshop
Illustrator
Premiere
Whimsical
Miro

## **VOLUNTEERING**

## TEDx

MAR 2018 - NOV 2019

Led a team of 4 curators for two editions of the event. We had discussions to generate ideas, contacted distinguished speakers and helped them develop these ideas through several drafts of their TEDx talk.

## **LANGUAGES**

English, Hindi, Marathi