Milan Maheshwari

Product Designer

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Work Experience

Swiggy / Product Design Internship

MAY 2019 - JULY 2019, BENGALURU

Worked on improving the food ordering experience from premium restaurants on the app. Researched various partner & potential stellar restaurants and delivery experience to better understand the problem domain. Sketched solutions and iterated through prototyping the concept with continuous feedback from the team.

Designed the food tracking experience on smartwatch platform following the design guidelines for both apple watch and wear OS. Collaborated with development and management teams to iterate explorations of the concept, test the product and drive the initial version to launch.

Cleartrip / Product Design Internship

NOVEMBER 2018 - DECEMBER 2018, BENGALURU

Worked on an internal management tool for the board directors of Cleartrip. Researched and identified the pain points in the current process. Proceeded through an iterative process to design the solution. Developed the front-end with HTML/CSS.

BlackBuck / Product Design Internship

MAY 2018 - JULY 2018, BENGALURU

Designed a fleet management mobile application for truck owners. Brainstormed ideas based on user research considering various user scenarios. Followed a data-driven design process to deliver high fidelity interfaces and interactions incorporating usability test findings. Collaborated with development and management teams to drive the product to launch.

Smartify / Remote UI/UX Design Internship

DECEMBER 2017 - JANUARY 2018

Designed a smart home application to control all smart devices irrespective of their brand. Key tasks included understanding the problem, ideating solutions, user research, wireframing, and designing user interfaces and interactions of the app.

Education

IIT Roorkee / B.Tech

JULY 2016 - PRESENT, ROORKEE

Undergraduate student in the department of Chemical Engineering. GPA: 7.9

Head of Design @ SDSLabs: A student group of 12 designers and 35 developers. We build applications for the people of IIT Roorkee and foster technical activities in the campus by regularly organizing lectures, workshops, competitions, hackathons, etc.

Executive Member @ E-Cell IITR: Worked with E-Cell to promote the spirit of entrepreneurship on the campus. Contributed in the organization of TEDx '17 and E-Summit '18.

Skills

Design: Illustration and UI graphics with Illustrator & Photoshop • User journey flows Concept sketches • Wireframes & mock ups with Sketch, Figma & Adobe XD • Motion design with After Effects • Style guides & pattern library

Prototyping: Rapid prototyping using Invision • Interactive user interfaces with Principle & After Effects • Front-end development with HTML/ CSS/ Javascript

Research: Contextual inquiries & user interviews • Persona hypothesis • User path scenarios • Usability analysis

Other: Fundamentals of innovation and business models • Design sprint methods Storytelling techniques • Basic C++