

## SUMMARY

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Lead Experience and Visual Designer specializing in human-centered design and creating joyful, intuitive applications with sound information architecture. Expert in establishing understanding of end-user needs through contextual research, workflow observation, and user-centered design techniques. Skilled in delivering joyful design at various levels of finish: sketches, joyful-design, wireframes, high-fidelity mockups, and interactive prototypes. Experienced in working alongside development teams to design beautiful applications using Gestalt principles, iterative refinement, and usability testing. Proficient in Figma, Adobe XD, Sketch, and collaborative teamwork to deliver accessible digital solutions.

## EXPERIENCE

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### UX Developer — Student UI/UX Redesign Project

01/2025 – 05/2025

*University of North Carolina Charlotte, Admissions and Financial Aid Digital Redesign*

*Charlotte, NC*

- Championed a user-centered digital redesign for the UNC Charlotte's admissions platform, leading a cross-functional team and engaging end users to inform personas, journey mapping, and iterative UI enhancements using Figma, usability testing, and accessibility standards.
- Developed and deployed innovative features including an AI-powered chatbot and semantic search, streamlining information discovery, and driving higher engagement for prospective students—while rigorously aligning outputs with WCAG 2.1, university goals, and stakeholder needs.
- Delivered measurable impact by improving digital accessibility and navigation, reducing user friction, and providing a referenced best-practice design roadmap now utilized by other institutions seeking digital transformation in higher education.
- Documented analysis of the user journey, key pain points and demonstrated impact in [Report](#).

### Software Engineering Intern

01/2023 – 05/2023

*TRST01*

*Telangana, India*

- Partnered with product teams to improve [user workflows](#) and interface design based on user feedback; contributed wireframes and documented design rationale.
- Collaborated in cross-functional Agile teams, conducting requirements gathering, and presenting interface prototypes for stakeholder validation.
- Designed and deployed production-grade management platform using Python, JavaScript, PostgreSQL, and REST APIs, processing 10,000+ daily transactions and increasing operational efficiency by 25% for 500+ users.

### Data Science Intern

11/2021 – 01/2022

*Smart Knower*

*India*

- Collaborated with design and marketing teams to analyze user behavior data, informing UX improvements and campaign optimization strategies.
- Developed interactive dashboards with real-time analytics, driving a 8% increase in campaign open rates and a 12% improvement in click-through rates.
- Conducted user data analysis to identify pain points and opportunities for interface enhancements.

## SKILLS

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**Tools:** Figma, Adobe XD, Sketch, InVision, Canva, Adobe Creative Suite, Tableau, Power BI & GitHub

**Design Skills:** Product Design, Human-Centered Design, Design Thinking, Journey Mapping, Empathy Mapping, Persona Development, Wireframeing, Prototyping, Usability Testing, Iterative Design, Accessibility, Visual Design, Interaction Design, Heuristic Evaluation & Storyboarding

**Technical Skills:** Gestalt Principles (Proximity, Similarity, Closure, Continuity), Typography, Color Theory, Inclusive Design, UI Patterns, HTML, CSS, JavaScript, & Responsive Design.

## PROJECTS

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### • Instagram Highlights Picture Redesign

Led the end-to-end UX design process to create a joyful, intuitive Story Highlights interface. Met with end-users to research workflows, developed personas, and created designs at various levels of finish (sketches, wireframes, high-fidelity prototypes in Figma). Resulted in 25% increase in user engagement. [Design](#)

- **We Step UP App UX Overhaul**

Led a comprehensive UX overhaul for a new, emerging app by designing high-fidelity prototypes that showcased my ideation process. Crafted an aesthetically modern interface and user experience tailored to real user needs, demonstrating design thinking and creative problem-solving in UX design. [We Step Up](#)

- **Study Synergy App**

Developed [user experience flows](#), wireframes, and interactive prototypes for a education platform, prioritizing accessibility, visual hierarchy (Gestalt principles), and responsive, student-centered UI. Incorporated user feedback through iterative testing to refine design and enhance user expertise. [Study Synergy Loop](#)

- **Personal Portfolio Website**

Designed and implemented a branded, accessible portfolio site, showcasing my project process from research and ideation to visual design using Figma and Webflow. [Portfolio Design](#)

## EDUCATION

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**Master of Science in Information Technology**

*University of North Carolina at Charlotte*

08/2024 – 05/2025

*Charlotte, NC*

- Coursework: Human-Centered Design, Interaction Design, Accessibility, Network-Based Application Development & Software Engineering

- GPA: 3.75/4.0

**Bachelor of Technology in Computer Science**

*Sikkim Manipal Institute of Technology*

06/2019 – 05/2023

*Sikkim, India*

- Coursework: UI/UX Design, Design Thinking, Visual Communication

- GPA: 3.6/4.0

## CONTRIBUTIONS

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**Design Lead for MEDUSA Club**

*Sikkim Manipal University*

06/2022 – 05/2023

*Sikkim, India*

- Created posters and [invitations](#) for CLUB Events.
- Created New [Logos](#) for [Social Media](#) and [Certificates](#) for Club Leaders.

**Swift Challenge**

08/2025 – Present

- Developing a multi-user iOS navigation application with ML-powered intelligent route suggestions and collaborative wayfinding features using Swift and SwiftUI frameworks.
- Designing user interface incorporating iOS 26 design system and Liquid Glass visual language, focusing on accessibility compliance with Apple Human Interface Guidelines and WCAG 2.1 AA standards.
- Conducting user research with diverse stakeholders to inform navigation patterns, information architecture, and interaction design decisions for enhanced usability.
- Conducting user research and meeting with end-users to research workflows and validate navigation patterns, information architecture, and interaction design decisions for enhanced usability.