

Pankhil Mistry

Product Designer

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Skills

Industry Knowledge

Visual Design

Figma, Sketch

Whiteboarding

FigJam

Project Documentation

Notion, Confluence, Dropbox Paper

User Research & Testing

Usability Hub, Maze.design, Telephonic Interviews

User Personas & Storyboarding

Journey Mapping

Layout Design & Information Architecture

Pen & paper

User flows & Wireframing

Whimsical, Miro

Rapid Prototyping

Figma, Marvel App

Illustration & Graphic Design

Illustrator, Photoshop

Basic Front-end programming

HTML, CSS

3D Modeling & Printing

SolidWorks, Spline 3D, Cura

Interpersonal Skills

Organizing Workshops

Facilitating Team bonding activities

Active Listening & Communicative

Strong Work Ethic

Team Player

Speaking & Workshops

"Design Sanity for designeers"

upGrad

April 2021

"Figma Best Practices"

upGrad Design Team Powwow

March 2021

"Automotive UX"

upGrad Tech evenings

August 2020

Experience

Sr. Product Designer • upGrad

April 2021 - Present • Mumbai, India

I am the Sr. Product Designer in the Acquisition and Payments team, where I design new features to improve the payment success rate on checkout pages, the experience on the website, and increase the referral leads.

Product Designer • upGrad

March 2019 - March 2021 • Mumbai, India

I was the Product Designer in the Growth pod team. My work focused chiefly on user acquisition, conversion, and retention. In the early days, I worked on the lead generation modules on the website; later on, overhauled the homepage. I transitioned to more seasoned projects where I worked on refining and enhancing ways in which users input their profile information into the application form. I have also built a super-app and single-handedly designed the Referrals program for the learners on the platform, revamped the payments page, and crafted the offboarding experience.

Industrial Designer • IRCC, IIT Bombay

July 2016 - August 2017 • Mumbai, India

I led the product design of smart, portable healthcare devices as part of an early-stage startup under Prof. Santosh Noronha, Chemical Engg. dept. at IIT Bombay. I developed manual and computer-assisted design (CAD) concepts, sketches, and 3D printed prototypes for approval. I researched cost, properties of production materials, and methods of production.

Freelancer • pankhilmistry.design

April 2012 - Present • Mumbai, India

I have managed & collaborated on a wide variety of cross-media freelance projects involving branding, graphic design, logo design, print design, visual communication, 3D design, and UX/UI design for startups, companies & institutions such as Egen solutions, Catuplt education, folor.me, Shah Traders & Co., and VJTI.

Education

Designer Track – UX/UI Design and Front–End Development Apprenticeship • Bloc.io

July 2017 - December 2018 • Online

B.Tech (Mechanical Engg.) • VJTI, University of Mumbai

June 2012 - April 2016 • Mumbai, India

Awards & Honors

upGrad Hackathon - Winner

December 2020 · Remote

I designed & collaborated on Re-Wise, a memory improvement technique through Flashcards.

The Next Web T500 - 2019

May 2019 • Amsterdam, NL

I made it to the 500 people under the age of 26 who show outstanding accomplishments in digital.

Casestudy.club

February 2019

My project case study: Montero - Adventure Activity Meta-search engine got featured under Experience case studies section on casestudy.club