Parth Shiralkar

Webby-nominated UX Designer with **5+ years** of experience crafting **accessible**, **responsive web and mobile designs** for **healthcare SaaS companies**, **design studios**, **startups**, and **enterprise clients**.
Expert at transforming complex needs into sleek, intuitive experiences—from **AI-powered agent interfaces** to high-impact digital platforms—that captivate users and **amplify brand presence**.

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EXPERIENCE

UX Designer
January 2025 - Present
Relatient — Figma, Balsamiq, Lucidchart, Storybook   *Pune, India*

- Manage the **redesign of the products** Dash Central and Dash Self 2.0's **patient-facing interface** for clients like ModMed and AthenaHealth, optimizing booking flows to achieve a 32% rise in appointments scheduled outside working hours.
- **Lead the design for Voice & Chat AI agents** in the Dash software ecosystem, enabling appointment management via conversational UI. Cut patient support calls by 25% and boosted task completion by 40% for non-tech users.
- **Collaborate with U.S.-based clients** and deliver streamlined, ADA-compliant designs that adhered to state-specific standards, with 20% of all appointments now scheduled online.
- **Enhance** the Dash suite's **design system** (Figma), improving user interface consistency and cutting development time by 30% across enterprise projects, spanning multiple sprints.

Principal Product Designer
August 2024 - January 2025
beemz (Remote Contract) — Figma, Wireframe.cc   *Johannesburg, South Africa*

- Led the **visual overhaul of the mobile and web app**, introducing a modern, sleek design that improved user navigation and enhanced the overall aesthetic, resulting in a 60% increase in user satisfaction scores via focus groups.
- Implemented new UI trends such as **minimalistic design and micro-interactions** into the product design, leading to a 35% **reduction in bounce rates**, leading to a 20% faster project completion time compared to initial estimates.
- Collaborated with cross-functional teams to integrate brand-aligned color palettes and typography, delivering a polished final product by leveraging Figma to create **high-fidelity prototypes and iterate designs** quickly.
- Conducted **usability testing** with diverse user groups, identifying pain points and implementing actionable feedback that increased task completion rates by 40% and minimized user error rates by 25%.
- Designed intuitive **financial dashboards and digital wallets**, incorporating real-time data visualization, secure transaction workflows, and customizable user preferences, which improved user retention by 30%.

UI/UX Designer II
September 2024 - January 2025
TheFaceCraft Studio (Remote Contract) — Figma, Canva, WordPress, HTML, SASS   *Lucerne, Switzerland*

- Conceptualized and developed unique color schemes, UI/UX designs, and web wireframes, translating client goals into **visually engaging and user-friendly websites**, ensuring brand consistency and effective communication.
- Produced high-fidelity prototypes and mockups using Figma, allowing clients to visualize design iterations and streamlining the feedback process, seamlessly implementing design specifications by creating **responsive layouts**.
- Integrated modern design principles, such as micro-interactions and minimalistic layouts, into websites, improving overall user experience and contributing to a **40% increase in average session durations** across multiple projects.

Web Developer & Designer
July 2021 - May 2024
Owen Jones and Partners — Figma, HTML, SASS, JavaScript, jQuery, PHP, WordPress   *Portland, Oregon, U.S.*

- Designed and ideated **wireframes for internal tools and webapps, including a chatbot** and a 2D flower generator using P5.js, resulting in a 60% reduction in design iteration time and improving user satisfaction by 30% in testing phases. Owned all aspects of design, from **concept to final implementation**.
- Developed custom code for **clients like Disney & UnitedHealthGroup** and internal teams, blending static and CMS-driven approaches to build and deliver over 20 business and product websites, including e-commerce projects.
- Spearheaded the development of internal toolkits and **highly reusable web components and libraries**, boosting developer productivity by 40% and cutting development preparation time in half.
- **Devised CI/CD pipelines** to enable automated builds, tests, containerization, and continuous delivery of modules, decreasing deployment time from days to hours and reducing errors by 25%.

IT Specialist & UX Systems Designer
August 2020 - May 2021
Parks Library — macOS, Windows, System Optimization   *Ames, Iowa, U.S.*

- Collaborated with faculty and staff across multiple library locations to **identify pain points and enhance system usability**, tailoring workflows for diverse technical skill levels.
- Redesigned macOS and Windows system setups, implementing **intuitive configurations and training modules** that improved user onboarding and reduced troubleshooting requests by 30%.
- Standardized **cross-platform workflows** to provide a consistent, accessible experience across devices, boosting technology adoption rates by 25%.
- Created **user-friendly guides and resources, applying UX principles** to reduce IT support queries by 40% and promote self-sufficiency among library users.

Education

Master of Science in Information Systems (GPA: 3.9 / 4.00)   August 2018 - May 2021
Iowa State University - Ivy College   *Ames, Iowa, U.S.*
- **Research & Certification:** Human-Computer Interaction | **Graduate Minor:** Philosophy
- **Teaching:** Graduate Research and Teaching Assistant (Network Infrastructure)

Google UX Design Professional Course   June 2021 - July 2021
Online, Self-paced   *Portland, Oregon*
- Mastered industry-standard UX methodologies: user research, wireframing (Figma), prototyping, and usability testing.
- Developed data-driven design solutions through iterative testing and accessibility-focused refinements.

Bachelor of Engineering in Computer Engineering (GPA: 3.8 / 4.00)   July 2014 - May 2018
Pune University - PCCOE&R   *Pune, Maharashtra, India*

Skills

UI/UX Design: Design Systems, Wireframing, Prototyping, User Research, Usability Testing, Interaction Design, A/B Testing, Accessibility (WCAG), Information Architecture, Web Design, User-Centric Design, Fintech Dashboard Design, Data Visualization, Accessibility Audits, Responsive Design

Web Development: JavaScript, HTML, CSS, SASS, React.js, Node.js, Eleventy.js, Jamstack, Single Page Applications (SPA), RESTful and GraphQL APIs, Performance Optimization, SEO, Static Site Generation (SSG), Web Security, Cross-browser Compatibility, Progressive Web Apps (PWA)

Tools: Figma, Lunacy, Adobe XD, Wireframe.cc, Balsamiq, Storybook, Utopia Spacers, Lottie.js, Docker, Netlify, Webflow, WordPress, Sanity, CraftCMS, Jest, Google Analytics, Hotjar, Pendo, Webpack, Jira

Concepts: Responsive Web Design, Front-end UI/UX Development, Accessibility for Financial Products, Personalization in UI/UX, UX Research, Financial Data Visualization, Content Management Systems (CMS), Modern Web Design Standards, ADA-compliant Design

Projects

Dash Voice & Dash Chat | *UX Research, Interaction Design, Data Visualization, Usability Testing*   2025
- Spearheaded the UX design for voice and chat log management, transforming raw data into an intuitive, user-friendly system for search, playback, and archival—reducing retrieval time by 30% in early testing.
- Pioneered an interactive transcript viewer with synchronized audio playback, allowing users to skim, highlight, and export conversations—addressing a key pain point in user feedback.
- Advocated for data privacy by designing secure access controls and clear retention policies, ensuring compliance while maintaining ease of use for enterprise clients.
- Conducted iterative usability tests to refine the archive interface, leading to a 25% increase in task completion rates for log retrieval and export workflows.

Dash Self 2.0, Dash Central | *Figma, User Research, Prototyping, Design Systems, Design Thinking*   2025
- Enhanced the UX and UI for the Self 2.0 and Central projects, applying user-centric design principles to improve usability, visual aesthetics, and overall functionality across the platform.
- Redesigned key user flows and interactive components to ensure consistency, responsiveness, and accessibility, resulting in a streamlined user experience.
- Collaborated with stakeholders to define design requirements and implement new features, utilizing wireframes, high-fidelity prototypes, and comprehensive design systems to maintain cohesive visual standards.

beemz 🔗 Website | *Figma, Wireframe.cc, Google Suite, User Research, Design Thinking*   2024
- Led the complete redesign overhaul of the web application, managing all aspects of the redesign project to align with modern UI/UX standards and improve overall user experience.
- Successfully redeveloped the primary modules of the application, like an overview dashboard and an in-app wallet, improving functionality and visual consistency while ensuring seamless integration with existing systems.
- Collaborated with cross-functional teams to implement new design components, including enhanced navigation elements and optimized page layouts, resulting in improved user engagement and satisfaction.

UnitedHealthGroup 🔗 Healthcare Website | *CraftCMS, Gulp, DDEV, JavaScript, Nunjucks*   2024
- Developed the website for UHG, implementing all main modules and sub-modules while collaborating closely with designers to ensure adherence to the intended UI/UX standards throughout the development process.

Choose Kindness (Disney) 🔗 Anti-bullying Resource Website | *Wordpress, Composer, SASS*   2023
- 🔗 2023 Webby Awards Nominee for Best User Interface | 🔗 2023 Anthem Awards Finalist (Health)
- Implemented several primary modules throughout the website, including the search bar functionality, recommendations, and the resource management center.