

Vishruti Mhatre

User Experience Designer

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Hayward, California

Work Experience

MarkLogic | UX Design Intern

May 2020 – Present, San Carlos, CA

- Working on designing the surveillance portal of the Public Health Agency. Analyzing the day to day activities of research scientists to define their needs.
- Understanding the MarkLogic Data Hub Platform to incorporate Surveillance System for building an intuitive design solution.
- Working on designing surgical changes to the other UX projects for evolving the platform.
- Creating user personas, Journey Map, low fidelity wireframes in Lucid-charts and High-fidelity wireframes in Figma.

Deloitte | UX Designer

Dec 2017 – July 2019, Mumbai, India

- Worked on designing an inventory distribution portal for Caterpillar, including research, prototyping and testing.
- Developed information architecture and designed an intuitive web interface for informational websites, E-commerce portals, web and mobile apps.
- Used Axure for creating high fidelity wireframes with clickable prototypes.

The 4P Solutions | UI/UX Design Intern

Jun 2016 - July 2016, Mumbai, India

- Defined navigation, user workflows and layouts which were focusing on usability for Employee Personal Portal.
- Developed wireframes, interface mockups & worked on producing graphic user interface for desktop browsers and mobile.
- Used Photoshop and Illustrator to create wireframes and interface. Created clickable prototype with InVision.

Projects

Letgo Mobile Application | Evaluation & Redesign (Consumer Application) | Fall 2019

- Conducted Heuristic Evaluation, contextual inquiry, and brainstorming to understand the pain points.
- Created User flow, paper sketches for ideations. Created high fidelity wireframes with Adobe XD for Beta testing.

ShareExpress | Mobile Application (Design for Sustainability) | Fall 2019 |

- Proposed a platform for restaurants that will enable them to reduce waste.
- Used methods such as primary and secondary research, brainstorming, persona creation, storyboarding, low fidelity and high-fidelity wireframes to create a mobile application.
- Created high fidelity wireframes by using Axure and developed the prototype with JavaScript.

Support | Research & Design Project (Digital Wellbeing) | Fall 2019

- Designing a platform to reduce screen time and encourages mindfulness.
- Followed design process from discovering the problem and then defining it. Created three different prototypes for product, service and environment.
- Techniques such as card sorting, mind-mapping and surveys were used for the research. Created paper prototypes for the designs.
- Used Figma to develop wireframes and Adobe Premiere Pro to create a pitch video.

Education

Masters in Interaction Design with Cognitive Psychology Minor | GPA : 3.8/4

California State University, East Bay

Aug 2019 - May 2021 (Expected)

PG Diploma Product Design

MIT Institute of Design, Pune

July 2015 - Aug 2017

Undergraduate Degree in Information Technology

Mumbai University

Aug 2011 - June 2014

Skills

Design: Rapid Prototype • Wireframes

- sitemap • Storyboarding • User Scenarios
- Mockup • Information Architecture
- Design Thinking • User Flows • Illustrations
- Typography

Research: Task analysis & personas

- Statistics • Heuristic Evaluation
- Usability testing • Survey
- Experiment Design • A/B testing
- User interviews • Empathy Mapping

Prototyping: Adobe XD • Axure RP • Sketch

- Principle • Figma • P5.js • Photoshop
- Balsamiq • Illustrator • PremierPro • CSS
- HTML • JavaScript

Recognitions

Spot Award (Deloitte)

Client and Business Growth

July 2018

Spot Award (Deloitte)

Client and Business Growth (Caterpillar)

May 2019