

UX/Product designer and HCI graduate student with 2+ years shipping research-backed digital products. Comfortable across the full arc — user interviews, information architecture, high-fidelity UI, and *interaction motion*.

01 SKILLS

Design

Figma

Framer

Adobe XD

Sketch

Spline

After Effects

Miro

Research

Usability Testing

User Interviews

Journey Mapping

Heuristic Eval

A/B Testing

Card Sorting

Dev & Systems

HTML / CSS

Design Systems

WCAG / A11y

Motion Design

Interaction Design

Prototyping

02 EDUCATION

MS Human-Computer Interaction

Rochester Institute of Technology

2024 – Present

Rochester, NY

BS Information Technology

Bharati Vidyapeeth Deemed University

2019 – 2023

Navi Mumbai, India

03 EXPERIENCE

Netlink Pvt. Ltd

2023 – 2024

UX Designer FULL-TIME

- Designed user flows, wireframes, and responsive high-fidelity UI in Figma using design tokens, variables, and reusable component libraries.
- Conducted moderated usability testing and user interviews, applying IA, visual hierarchy, and interaction design to simplify complex workflows.
- Partnered with PMs and engineers across agile sprints, delivering precise handoff via Figma Dev Mode and annotated specs.

Code Clause

2022

UX Design Intern INTERNSHIP

- Created UI mockups and interactive prototypes for web and mobile platforms from scratch.
- Iterated designs through rapid feedback loops based on stakeholder and usability insights.
- Participated in design critiques, refining craft and communication of design decisions.

04 SELECTED PROJECTS

RIT MyCourses Redesign

+25% engagement

End-to-end UX redesign with 30+ screens, user research, and journey mapping for the student learning portal.

Figma · Research · Prototyping

RIT Athletics App

+20% engagement

Redesigned mobile UX for improved content discovery and fan experience with cleaner information architecture.

Mobile UX · IA · Framer

RoomieMatch App

validated with 15 users

Trust-focused UX design for a roommate matching platform. Interactive prototypes validated through user testing.

Research · Prototyping · Mobile

AI Interaction Explorations

4 motion prototypes

Motion-based prototypes using Spline and Framer exploring AI-assisted design workflows with Claude and Figma MCP.

Framer · Spline · Motion