



## WORK

### UX Researcher | Innovation Studio, UM SPH

Interactions / Contextual Inquiry / Sprint Design

May 2016 - May 2017

Responsible for conducting user research for multiple projects in the public health domain to translate faculty research to real world scenarios. Collected qualitative and quantitative data to understand user needs and generated insights to aid the agile design process.

### UX Design Lead | Design Clinic, University of Michigan

UX Design / Project Management / User Research

Aug 2015 - April 2016

Leading teams of designers over a period of 4 months to translate user and client needs to product features. Mentoring designers across the various steps of design process. Mapping the problem, conducting user research, iterative sketching, brainstorming and prototyping to deliver viable interactive solutions for client requirements. Successfully delivered 2 projects to stakeholders.

### System Analyst | Accenture Services

User Acceptance Testing / Quality Assurance

Jan 2013 - Mar 2015

Evaluating usability for client to manage and execute usability studies and functional testing for their B2B facing application. Also took up the role of developing automation tools for user acceptance testing of the enterprise application thus reducing manual test execution.

## SELECTED PROJECTS

### Traceroot | UX Research & Design - B2B Web App

Identified user needs and conceptualized a product to deliver public health data insights for stakeholders to ease the decision making process. Designed from scratch to MVP pilot phase.

### Smart Office | Voice UX

Design and development of an interactive smart office interface using Amazon Alexa to provide voice as a medium to automate tasks in office spaces using Alexa skillsets and voice UX guidelines.

### Fidget Wearable | Personal Informatics

Conducted user research and design supporting application for a wearable device which track fidgeting habits and its effects on people. Product built using Arduino and laser cut parts.

## EDUCATION

### University Of Michigan

Graduated - May 2017 - GPA 3.7

School of Information

Master of Science in Information,  
Human Computer Interaction

### University of Mumbai

Graduated May 2012 - First Class

Bachelor of Engineering

Computer Science

## SKILLS

### Design & Research

Wireframing

Prototyping

Personas

Storyboarding

Interaction Design

Data Visualization

User Interviews

Usability Analysis

Surveys

User Enactments

Story Mapping

Cultural Probes

### Technologies

HTML5, CSS3, JS Frameworks, PHP,  
MySQL, Python, Arduino, AWS, Java

### Prototyping Tools

Illustrator, Photoshop, Sketch, Indesign  
Balsamiq, Axure, Invision, Marvel

## RELEVANT COURSES

- Interaction Design
- Contextual Inquiry
- Needs Assessment
- Usability Evaluation
- Information Architecture
- Pervasive Interaction Design
- Fundamentals of Human Behavior
- Multi-Modal Design
- Graphic Design
- Theories of Social Influence
- Online Communities
- Interactive Media Design I & II
- Personal Informatics