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## RELEVANT EXPERIENCE

**Senior Web/UX Designer** at GRO  
August 2024 - Present

Company Location: **Evansville, IN**  
Remote, **Dallas, TX**

- Developed user-centric websites, optimising branding and SEO to improve online visibility for diverse clients.
- Led cross-functional teams to enhance website performance, reducing page load times by 50% and 20% higher customer interaction.
- Improved UI with AI-driven virtual assistants, creating seamless and engaging customer experiences.

**UX Designer** at GenHouse Project  
January 2024 - April 2024

Company Location: **Philippines**  
Remote, **Indianapolis, IN**

- Translated paper prototypes into high-fidelity designs, ensuring usability and alignment with project goals.

**UX Researcher & Designer** at Accessible Computing Lab - Luddy School of Informatics  
January 2023 - December 2025

**Indianapolis, IN**

- Identified 12+ accessibility issues on gen AI platforms and proposed design solutions now under NSF review.
- Delivered 50+ design improvements, optimising UX for JAWS and VoiceOver.
- Partnered with cross-functional teams to complete accessibility-focused research projects - [Know more here](#)

**UX Researcher/Designer** at [Convergent Media and Technology \(COMET\) Lab](#) - Luddy School of Informatics  
January 2023 - December 2025

**Indianapolis, IN**

- Redesigned the Indiana Soccer Website resulting in a 25% increase in user engagement.
- Created a design system, streamlining the workflow and reducing the average design cycle time by 30%.
- Conducted AI-focused UX research, inspiring lab-wide initiatives and ongoing projects.

**UX Generalist** for FairPath project  
June 2023 - July 2023

Remote, **Indianapolis, IN**

- Performed rapid research and launched a functional platform prototype in under 7 days.

**Junior Researcher & Designer** at Taarini Weddings Pvt Ltd  
January 2022 - May 2022

**Bengaluru, India**

- Partnered with a team of 3 designers and revamped the brand's website with a comprehensive design system, prototype, and user testing that improved usability.

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## SKILLS

**Technical:** Figma, Adobe XD, InVision, EditorX, Photoshop, Illustrator, InDesign, WordPress, Duda, HTML, CSS

**UX Research:** User Interviews, Usability & Accessibility Testing, Data Collection & Analysis, Ethnographic Research

**UX Design:** Interaction Design, Prototyping, Wire-framing, Responsive Design, UI/UX Principles, Visual Design

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## EDUCATION

**Master of Science in Human-Computer Interaction**

**Jan 2023 - Dec 2024**

Indiana University – Luddy School of Informatics, Computing and Engineering

**CGPA: 3.7/4**

**Relevant Coursework:** Interaction Design Practices, Interaction Design Methods, Prototyping – Interactive Systems, Psychology of HCI, Collaborative Social Computing, Conversational User Interfaces, Capstone

**Bachelor of Design**

**July 2018 - May 2022**

National Institute of Fashion Technology

**CGPA: 3.7/4**

**Relevant coursework:** Design Process, Digital Design, Simple Design Project, Experience Design

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## AWARDS

[2024 3 Minute Pitch](#) - People's Choice Award and Runner Up

Luddy Capstone 2024 - People's Choice Award Winner

[2024 Graduate Student Recognition Award](#) - recognised for my service at the Graduate Mentoring Center

[2024 IUPUI Elite 50 Award](#) - honoured to top 50 students among 9000+ Graduate & Professional Students

2023 - FairPath - [Top 150 Award](#) - secured for my design idea on DevPost - EduSands Hackathon