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Location  
United States  
(Open To Relocation)

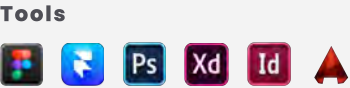
Portfolio  
[www.mohinigaikwad.com](http://www.mohinigaikwad.com)

Education

Master of Science  
Human-Computer Interaction  
(HCI)

Bachelor of Architecture  
Architecture

Skills



Design  
UX/UI Design, Product Design, Visual Design, Typography, Layouts, Design System, Iconography, Color Palettes, Accessibility, Interaction Design, Storyboarding, UI Design, Rapid Prototyping, Interactive Prototypes, Web Design, E-Commerce Design, Design Patterns, Digital Content Design, Information Architecture, HCI, User-Centered Design, Wireframing, Digital Product Design

Research  
UX Research, Market Research, Interviews, Surveys, Observations, A/B Testing, Competitive Analysis, Usability Testing, UX Audits, User Journey Maps, Accessibility Audits, User Test, Usability Studies, User Research, User Feedback

About

I'm a multidisciplinary UX/Product Designer with a background in Architecture, Production Design, and a Master's in Human-Computer Interaction. I bring a systems-thinking approach, strong storytelling skills, and a deep curiosity about how people interact with the world - digital and physical. I care about designing experiences that are clear, useful, and genuinely delightful.

Work Experience

- Hewlett Packard (HP)

Oct 2024-May 2025

Product Designer (Industry Collaboration Project)

- Led user research on hybrid AI workflows, analyzing 50+ surveys and 15 interviews to uncover pain points for students and professionals.
  - Mapped task flows to identify usability gaps in cloud-based AI tools.
  - Designed wireframes and high-fidelity prototypes in Figma, prioritizing clarity, accessibility, and core task efficiency.
  - Presented usability findings to 15+ stakeholders, directly informing product roadmap and design direction.
- Verizon Business

Oct 2024-May 2025

UX Researcher & Designer (Contract)

- Researched onboarding pain points for business clients, revealing key friction areas and improvement opportunities.
  - Designed journey maps, flows, and wireframes that simplified plan selection and improved usability for sales reps.
  - Collaborated with product and sales leaders to align design with KPIs, conversion goals, and tool enhancements.
  - Launched a pilot sales toolkit that boosted rep confidence and showed early signs of increased conversions.
- Heritage Tiles

June 2024-May 2025

UI/UX Designer (Internship)

- Conducted UX audit of legacy e-commerce sites, identifying issues in navigation, hierarchy, and interaction patterns.
  - Designed UI components, flows for mobile responsiveness, accessibility, & brand consistency.
  - Built trade portal with A/B tests, increasing sign-ups & boosting conversion metrics.
  - Led weekly syncs with marketing, IT, & design to align on iterations.
  - Embedded performance tracking to support post-launch analysis of engagement & bounce rates.
- Indiana University, Indianapolis

Aug 2023-May 2025

UX Researcher

- Designed interactive displays for digital museum installations, increasing visitor engagement and retention by 20%.
  - Applied gesture-based interaction using motion tracking and spatial design.
  - Collaborated with curators, developers, and designers to ensure cohesive experiences within technical constraints.
  - Created storyboards, wireframes, and prototypes for iterative concept testing, grants, and public showcases.
  - Balanced technical feasibility with experience goals, integrating multidisciplinary feedback into refined designs.



Links & Credentials

[LinkedIn](#)

[Website](#)

Workshops

- Earthen Building Workshop, Dharmalaya Institute, Bir, Himachal Pradesh.
- Land Art Workshop, Murbad, Maharashtra.
- Silent Carpentry- Hand carving of wood Workshop, Pune, Maharashtra.
- Hand Pottery Workshop, Pune, Maharashtra.

Coditas

Jul 2022-Apr 2023

Associate UX Designer

- Led UX strategy across 6+ B2B and consumer projects, handling research, wireframing, and prototyping in agile sprints.
- Ran usability audits and heuristics that contributed to 4 client wins and major platform redesigns.
- Created user flows, wireframes, and UI components in Figma, improving design consistency and dev handoff.
- Cut onboarding time by 28% by identifying friction points & redesigning account setup flows.
- Presented designs in 10+ stakeholder workshops, aligning teams through research-led decisions.

Earthlike Designs

June 2021-Oct 2021

Senior Architect and Interior Designer

- Led end-to-end design for residential and commercial interiors, owning workflows from concept to execution.
- Translated abstract client needs into visuals using mood boards, 3D models, and walkthroughs.
- Managed communication with clients & contractors, navigating constraints & tradeoffs.
- Created presentation-ready visuals that balanced technical feasibility with experiential goals.

Conception Architects

May 2017-Feb 2021

Architect & Chief Assistant Art Director

- Directed creative for large-scale architecture and film projects, applying spatial storytelling to physical environments.
- Designed visual sets and themes to enhance audience experience—skills later applied to digital UI and user journeys.
- Built quick-turnaround prototypes and mockups under pressure, sharpening ideation and problem-solving.
- Collaborated with directors and producers to align visuals with narrative and emotional intent.

Volunteer Experience

International Economic Justice League

Jun 2025-Present

UX/UI Designer

- Conduct user research to inform UI decisions and support user-centered, accessible design.
- Design wireframes, prototypes, and high-fidelity mockups for web and mobile platforms.
- Support front-end alignment with responsive, accessible design standards.
- Maintain design consistency through reusable components and brand adherence.

INTACH Anegundi Hampi Chapter

Jun 2025-Present

Architect and Visual Designer

- Volunteered at the UNESCO World Heritage site to work on the Master Plan of Hampi in collaboration with Karnataka Government.
- Researched and prepared a document of Design guidelines for the area.
- Worked on Presentation drawings, 3d models, Rendering, Photoshop visuals and Working drawings for the 'Craft Tourism Village' project.
- Created a detailed Tourism Map for Anegundi after researching and studying the area, which would be displayed across the village.