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Location
United States
(Open To Relocation)

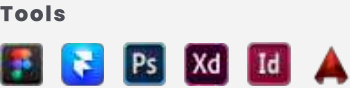
Portfolio
www.mohinigaikwad.com

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

UX/Product Designer with 4+ years of combined experience across UX, architecture, & production design. Skilled in collaborating with agile teams, conducting user research, and creating personas, flows, wireframes, prototypes, & usability tests that improve product clarity and user engagement. Proficient in Figma, Adobe Suite, with a systems-thinking mindset shaped by spatial storytelling, allowing me to design digital experiences that are intuitive, consistent, and user-centered.

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

Mar 2021-Apr 2021

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.