

Mohini Yashwant Gaikwad

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EDUCATION

Indiana University, Indianapolis Master of Science in Human-Computer Interaction	Expected graduation- May 2025 GPA- 4
Dr. B.N. College of Architecture, Pune University, India Bachelor of Architecture	April 2017

INDUSTRY PROJECTS

Verizon <i>Customer Experience Designer (Capstone Project)</i>	October 2024 - Present
<ul style="list-style-type: none">Researched small business customer needs through 12+ interviews, revealing gaps in product awareness. Designed a streamlined plan selection interface and user personas, improving sales interactionsCurrently collaborating with stakeholders to align design solutions with business goals and enhance the sales journey.	

WORK EXPERIENCE

HP Inc. <i>User Experience Designer (Independent Study)</i>	October 2024 - Present
<ul style="list-style-type: none">Conducting ongoing user research through think-aloud testing and surveys to understand how students and professionals integrate AI into their workflows.Analyzing local vs. cloud AI processing to uncover opportunities for improving data privacy and optimizing performance	

Heritage Tile LLC. <i>User Experience Design Intern</i>	June 2024 - Present
<ul style="list-style-type: none">Conducted a UX audit of the company website, identifying 15+ usability issues and presenting actionable recommendations, leading to enhanced navigation, improved engagement, and increased user satisfaction.Collaborated with marketing, design, and IT teams to deliver cohesive digital experiences that align with business objectives and user needs.Redesigned the Trade Member Portal, streamlining navigation and user flows, leading to increase in engagement from trade professionals.	

Indiana University, Indianapolis <i>UX Research Assistant</i>	August 2023 - Present
<ul style="list-style-type: none">Led a cross-functional team in designing and implementing data visualization techniques for public displays, driving a boost in audience engagement and a 20% increase in retention rates.Collaborated with cross-functional teams to research, develop, and integrate hand gestures and body movements for interactive museum installations, enhancing visitor engagement with displayed visual content.	

Coditas, Pune <i>Associate UX Designer</i>	October 2022- April 2023
<i>UX Design trainee</i>	July 2022- September 2022
<ul style="list-style-type: none">Collaborated with Senior Engineers, Product Managers, Designers, and stakeholders to streamline workflows, Achieved a 20% improvement in user experience by enhancing overall usability and reducing onboarding time by 28%.Formulated and presented 6 high-impact UX design proposals, employing UX/UI audits, heuristics evaluations, and strategic improvement plans within an agile framework. Contributing to acquiring 4 new clients.Directed the end-to-end design process for 6+ user-centered projects, defining project goals, conducting qualitative and quantitative research & analysis, and delivering user flows, information architecture, and high-fidelity prototypes.	

SKILLS

- Technical:** Figma, Adobe XD, Framer, Miro, Webflow, Autodesk AutoCAD, Adobe Creative Suite, FigJam, Balsamiq
- Design:** User Experience Design, Product Design, Design Thinking, Design Principles, Design Systems, Wireframes, User Flows, Visual Design, Storyboarding, Typography, Color Palette, Mockups, Rapid Prototyping, Accessibility, UI Design
- Research:** UX Research, Surveys, User Interviews, Observations, User Research, A/B Testing, Market Research, Personas, Empathy Maps, User Journey Maps, UX Audits, Heuristic Evaluation, Usability Testing, Competitive Analysis