

### Innovative and driven designer with 4 years of experience

I'm deeply passionate about understanding people's behaviors and actions. I enjoy collaborating in ambiguous spaces to design meaningful experiences and build goal-driven solutions.

#### EDUCATION

**Bachelors in Industrial Design**  
MIT-ADT University, Pune, India

**Semester Abroad in Visual Design**  
Strate Ecole de design, Paris

#### CERTIFICATIONS

**Customer-Obsessed Design for Product Management**  
UC Berkeley Executive Education

**Human-Computer Interaction**  
Interaction Design Foundation

**Mobile User Experience Design**  
Interaction Design Foundation

#### SKILLS

Interaction Design  
UX Design  
Visual & UI Design  
User flows & Journey Maps  
Wireframes  
Prototyping  
Web, iOS & Android interfaces  
Usability Testing  
User Interviews  
User Personas & Storyboarding

#### TOOLS

Figma & FigJam  
Adobe Photoshop, Illustrator & AfterEffects

#### WORK EXPERIENCE

##### UX Designer (L4) | Verily (Alphabet)

July 2023 – Present, South San Francisco

- Led the design of the **Participant Management Console**, a cornerstone feature for Verily's clinical research platform, streamlining operations for study administrators and improving participant tracking efficiency
- Orchestrated the **UX strategy, stakeholder alignment and design execution** for the new "**up-versioning**" feature across Verily's clinical trial products, a complex project that involved untangling and redesigning user flows for 4 interconnected product areas
- Developed a **modular UI framework** for user permissions, which has been adopted across multiple Verily products, increasing customization options for clients and enhancing security protocols
- Made **significant contributions to the Verily Design system**, ensuring accessibility compliance and improving overall platform usability
- Co-led the **Women@Verily ERG**, driving initiatives that foster diversity and inclusion across the organization

##### UX Design Lead | Tidepool (Health-tech startup)

June 2021 – June 2023, Palo Alto

- Led **end-to-end designs** for the **Patient Monitoring Dashboard** that enabled the company to **sign contract deals** with **high-impact customers** bringing **10k+ patient volume** on the platform, **generating \$2.7M revenue** in the first year
- Designed the **user interface for an iOS application** that automates insulin delivery for patients with diabetes, received **\$1M funding** from a **multinational medical device company** to accelerate the development
- Partnered with **cross-functional teams** and stakeholders to define UX requirements and drive design decisions
- **Mentored** a team of **UX Design interns** over the summer to help them deliver successful internship projects

##### UX Designer | Dancejo (B2C SaaS startup)

October 2020 – April 2021, Fully remote

- Built a **custom video player experience** for conducting virtual dance lessons on the platform that **increased early user adoption by 38%**
- Created **interactive prototypes** and responsive UI designs for **social features** focused on user community building launched across both **web and mobile applications**
- Presented design ideas and participated in **design sprints** with founders, PMs, and engineers to define product scope and feature specifications

##### Visual Designer | Freelance

April 2020 – December 2020, Fully remote

- Built **marketing websites** for two early-stage healthcare ventures, Happy Dontics and Meraki Well-Being
- Defined the **visual design direction**, designed UI elements, built responsive prototypes, and created web style guides for developer handoff