

Mohini Yashwant Gaikwad

Indianapolis, IN (Open to relocation)

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EDUCATION

Indiana University, Indianapolis

Master of Science, Human-Computer Interaction (GPA: 4)

Aug 2023 - May 2025

Indianapolis, IN

Dr. B.N. College of Architecture, Pune University, India

Bachelor of Architecture

Apr 2017

INDUSTRY PROJECTS

Customer Experience Designer (Capstone Project) | Verizon

Oct 2024

- Researched small business customer needs through 12+ interviews, revealing gaps in product awareness.
- Designed a streamlined plan selection interface and user personas, improving sales interactions.
- Currently collaborating with stakeholders to align design solutions with business goals and enhance the sales journey.

WORK EXPERIENCE

Hewlett Packard (HP) | User Experience Designer (Independent Study)

Oct 2024 - Present

- Conducting user research with 50+ surveys and 15+ interviews to analyze AI integration in student and professional workflows.
- Analyzing local vs. cloud AI processing to enhance data privacy and system performance based on user insights.
- Designing and testing high-fidelity Figma prototypes, and optimizing AI tool interfaces for improved adoption and usability.
- Presenting research findings to 15+ stakeholders, driving data-backed design decisions and product improvements

Heritage Tile LLC. | User Experience Design Intern

Jun 2024 - Present

- Conduct a comprehensive UX audit of the company websites, identifying areas for improvement and presenting findings to senior management and team members.
- Collaborate with strategic marketing, creative design, and IT support teams to create compelling online experiences that effectively convey brand messages and unique selling propositions.
- Configure restricted trade portal pages with specific resources, design features to encourage trade program participation and implement incentive programs to increase engagement.

Indiana University, Indianapolis | UX Research Assistant

Aug 2023 - Present

- 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 | Associate UX Designer, UX Design Trainee

Jul 2022 - Apr 2023

- Collaborated with Senior Engineers, Product Managers, Designers, and stakeholders to streamline workflows, delivering data-driven, user-centric solutions. Achieved a 20% improvement in user experiences by enhancing overall usability.
- Formulated 6 high-impact UX design proposals, employing UX/UI audits, heuristics evaluations, and strategic improvement plans within an agile framework. Directly contributed to acquiring 4 new clients.
- Engineered innovative user workflows, by gathering user insights, resulting in a 28% decrease in user onboarding time.
- Directed the end-to-end design process for 6+ projects, conducting qualitative and quantitative research, analysis, goal definition, ideation, and final execution. Produced highly intuitive User-Centered and Digital Designs.
- Actively participated in over 10 client meetings, adeptly presenting design concepts to leadership and stakeholders. Skillfully translated client requirements into actionable and impactful design solutions.

Earthlike Designs | Senior Architect and Interior Designer

Jun 2021 - Oct 2021

- Led a cross-functional design team of 3, improving project efficiency by 2x and increasing client satisfaction by 25%.
- Streamlined communication between internal teams and external stakeholders, fostering collaboration and iterative problem-solving.
- Managed end-to-end design processes, from research and concept development to execution.

Conception Architects | Architect and Chief Assistant Art Director

May 2017 - Feb 2021

- Boosted client satisfaction by 40% through innovative design strategies and architectural solutions, contributing to portfolio growth.
- Led 25+ projects across architecture, interiors, and landscape design, honing spatial thinking, usability principles, and design systems.
- Earned 3 promotions in 4 years by demonstrating exceptional leadership, stakeholder collaboration, and decision-making skills.
- Directed 15+ film projects, managing art direction, set design, pre-production coordination, and cross-functional collaboration to align visual storytelling with narrative goals.

SKILLS

- **Technical:** Figma, Adobe XD, Framer, Webflow, Autodesk AutoCAD, Adobe Creative Suite, FigJam, Balsamiq, Odoo, Adobe Photoshop
- **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