

Payal Bhujwala

UI/UX | Interaction | Product Design

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Employment

Design Lead | UX Designer

Client: National Institutes of Health

February 2020 - July 2020 // Pittsburgh, USA

- Led a team consisting of 2 designers and 2 illustrators as a paid Design lead for FROLIC.
- Contributed to the existing design system and standardized UI assets in the prototype.
- Worked closely with a team of 3+ developers to deploy application on iOS app store.

Software Developer

Company: Wipro Technologies Limited

Client: Charles Schwab

July 2018 - July 2019 // Bangalore, India | Pune, India

- Developed applications in Python and C++ for Charles Schwab's Market Data Support team.
- Ideated and devised a tool to generate comprehensive reports for internal validation and product strategy.
- Part of an Agile team with a project manager, product owner and developers.

Experience

Design Lead | UX Designer | UX Researcher

Client: The Pittsburgh Foundation

January 2020 - August 2020 // Pittsburgh, USA

- Developed a responsive web platform to help make better matches between donors and nonprofits.
- Worked on the design system for final platform and built interactions for 4+ user flows.
- Collaborated with a project manager, a product owner and two researchers.

UI/UX Designer

Client: TALK: The New Sex-Ed

April 2020 - July 2020 // Pittsburgh, USA

- Designed an inclusive onboarding experience for an interactive chat fiction based sex-ed app.
- Conducted multiple rounds of usability testing with 10+ participants to help inform further designs.
- Built a style guide and functional specs for handing off to clients for development.

Education

Master of Human-Computer Interaction

Carnegie Mellon University, August 2020

Bachelor of Engineering in Information Technology

College of Engineering Pune, May 2018

Certification

Arena Animation Print and Publishing Course

August 2017 - March 2018 // Pune, India

Learned basics of graphic design and used softwares such as Photoshop, Illustrator, CorelDRAW and InDesign.

Designed brand logos, products and other branding materials.

Udacity Front End Web Development Nanodegree

June 2017 - July 2017 // Online Training

Worked on Hands-on projects in HTML, CSS and Javascript

Skills

Design Methods

Concept Testing | MoSCoW Prioritization | Journey Mapping | Storyboarding | User Personas | User Interviews | Heuristic Evaluation | A/B Testing | Site mapping | Experience Prototyping | Job Stories | Usability Testing | Think aloud protocol | Process flow creation

Tools

Adobe Creative Suite :

Photoshop | Illustrator | Indesign | AfterEffects | Premiere Pro | Dimension | Dreamweaver

Prototyping and Handoff:

Figma | Adobe XD | Sketch | InVision | Framer | Zeplin

Ideation & Collaboration:

Trello | JIRA | Confluence | MURAL | Miro

Frontend:

Webflow | HTML5 | CSS 3 | JavaScript | Bootstrap