

# Payal Bhujwala

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## Education

### Carnegie Mellon University

Master of Human-Computer Interaction | August 2020

### College of Engineering Pune

Bachelor of Engineering in Information Technology | May 2018

## Certification

### Print and Publishing Course

Arena Animation | March 2018

### Front End Web Development Nanodegree

Udacity | July 2017

## Skills

### Design Methods

Concept Testing  
Journey Mapping  
Storyboarding  
User Interviews  
Heuristic Evaluation  
A/B Testing  
Site mapping  
Experience Prototyping  
Job Stories  
Usability Testing  
Process flow creation

### Tools

Adobe Creative Suite  
Figma  
InVision  
Sketch  
Zeplin  
Framer  
Trello  
JIRA  
Confluence  
MURAL  
Miro  
Webflow

### Code

HTML  
CSS  
JavaScript  
Bootstrap  
C/C++  
Python

## Experience

### Freelance UX/Product Designer // Self-employed

October 2020 - *present* // New York City, USA

- Doing pro-bono UX Design work via Catchafire.org for non-profits. Have worked on projects saving over \$4000 so far.
- Working with tagpay.co as a UX Intern developing smart futures and collaboration for athletes and healthcare devices for kids
- Working on a project with Truity.com improving existing user flows and creating visualization assets for powerful, scientifically validated personality tests.

### Design Lead | UX Designer | UX Researcher // The Pittsburgh Foundation (MHCI Capstone Project)

January - August 2020 // Pittsburgh, USA

Led the design process for a responsive web service that helps make better matches between donors and nonprofits. Created the design system of the prototype and built interactions for five user flows. Conducted generative and evaluative research which led to the design of the prototype. Collaborated with a project manager, a research lead and two designers.

### Design Lead | UX Designer // National Institutes of Health partnering with CMU HCII

February - July 2020 // Pittsburgh, USA

While developing FROLIC, I led a design team consisting of 2 UX designers and 2 illustrators. Contributed and expanded the existing design system as well as ensured consistency amongst all UI assets. Worked closely with a team of 4 developers to deploy application on iOS app store. Led the creation of the application's PR Materials.

### UI/UX Designer // TALK: The New Sex-Ed

April - 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 20 participants to help inform further designs. Built a style guide and functional specs for handing off to clients for development.

### Software Developer // Wipro Technologies Ltd. (Client: Charles Schwab)

July 2018 - July 2019 // Pune, India

As part of an agile scrum team, I developed applications in Python and C++ for Schwab's market data support team. Led the ideation and creation of product strategy tool to generate comprehensive reports for internal validation. Worked with project managers, product owners and developers.