

## PROFESSIONAL OVERVIEW

Product designer who gets a kick out of making complicated things feel obvious, whether that is a healthcare analytics dashboard, an AI onboarding agent, or a speech therapy game for kids. Equally at home running user interviews, building design systems, and vibe-coding a working prototype so engineers can react to something real. Curious, hands-on, and happiest when a stubborn workflow finally clicks for the people who rely on it daily, with award-winning work spanning healthcare, accessibility, and education to show for it.

## WORK EXPERIENCE

**PRODUCT DESIGN INTERN** | Commure, Mountain View, CA

JUN 2026 – PRESENT

- Overhauled the design system's data visualization language, unifying color tokens and building a reusable component library covering 150+ accessibility-tested color combinations used across analytics charts and dashboards.
- Consolidated 2 disconnected goal-setting workflows into a single goal manager, unifying how multi-facility healthcare sites set, track, and compare targets such as revenue and provider productivity in one place.
- Streamlined engineering handoff by building a working Cursor prototype alongside edge-case documentation in Figma, covering the full range of loading, empty, error, permission, and responsive product states.
- Surfaced workflow and usability gaps through competitive analysis of 10 sites, 5 feature-level audits, and 4 user interviews.

**PRODUCT DESIGN INTERN** | Adobe Inc., Austin, TX

MAY 2025 – AUG 2025

- Designed an AI-assisted onboarding agent for Edge Delivery Services (EDS) within Adobe Experience Manager (AEM).
- Reduced estimated site setup time by 80% by designing an intuitive, guided user journey for non-technical users.
- Analyzed 10+ onboarding flows and identified 6 key friction points, driving design improvements to site migration.
- Conducted a competitor analysis of 5+ AEM competitors and synthesized the findings into a benchmark report.
- Delivered a research report and presentation adopted by product leadership to guide the future onboarding roadmap.

**MEDIA OFFICER** | Purdue Raas, West Lafayette, IN

APR 2024 – MAY 2026

- Designed 3 pieces of social media content per week, including graphics, videos, and flyers themed to each season.
- Created themed promotional designs in Canva and Adobe Illustrator for a team audience of ~2,000 followers.
- Edited and produced promotional videos and vlogs in Adobe Premiere Pro and CapCut, increasing engagement by ~30%.
- Designed sponsorship merchandise, including duffel bags, t-shirts, and banners, in Procreate and Adobe Illustrator.

## PROJECTS / RESEARCH

**DOLBY UNIVERSITY-SPONSORED PROJECT** | Figma, Claude, User Testing, Design Strategy

AUG 2025 – DEC 2025

- Identified UX and accessibility gaps in hearing calibration by analyzing 12 audio health and hearing test products.
- Simplified complex calibration flows by designing 40+ high-fidelity wireframes informed by 17 user and SME interviews.
- Evaluated hearing test methods by vibe-coding interaction tests in Claude to measure user error and success rates.
- Validated design decisions through ongoing usability testing on the final prototype, refining flows and interactions.

## AWARDS

**RIBBIT** | Purdue Innovation and Design Challenge – Third Place, West Lafayette, IN

APR 2026

- Designed a gamified speech therapy app to improve engagement and consistency for children with communication disorders.
- Conducted ethnographic research on speech therapy methods, pain points, and user reflection, identifying key gaps in child motivation, parent involvement, and early intervention that shaped the core product experience.
- Developed interactive prototypes with voice-based exercises and real-time feedback to simulate therapy sessions on Vercel.
- Presented the final solution to a judging panel, earning 3rd place for novelty within the field of speech pathology.

**DESIGN FOR GOOD** | JP Morgan Chase Hackathon – First Place, Columbus, OH

NOV 2024

- Collaborated with a team of 6 to design an internal tool that AI-generates lesson plans for schools in Uganda.
- Prototyped high-fidelity responsive wireframes with a physical toggle to create human, data-driven lesson plans.
- Conducted secondary research on Ugandan curriculum, teacher personas, student resources, and solar-powered devices.
- Led cross-disciplinary collaboration with illustrators, graphic designers, and industrial designers, teaching them UX design tools and prototyping methods so the whole team could contribute to the final high-fidelity designs.
- Presented final designs to the Opportunity International team, who endorsed them for future implementation.

## EDUCATION

**BS in UX Design** | Purdue University, West Lafayette, IN

AUG 2023 – MAY 2026

- GPA: 3.9/4.0 | Minors: Art and Design, Design and Innovation | Certificate: Entrepreneurship
- Involvement: Purdue UX Design Club, Purdue Raas (Media Officer, Dancer), Women in Tech, Purdue Innovation and Design
- Coursework: UX Design Studio, Data Visualization, Digital Imaging, Arduino and Hardware, Marketing for New Ventures

## SKILLS

User Research & Interviews

Usability Testing

Information Architecture

Interaction & UI Design

Wireframing & Prototyping

Design Systems

Data Visualization

Hardware Prototyping (Arduino)

**Tools:** Figma, Miro, Sketch, Procreate, Adobe Creative Cloud, Microsoft Office, Cursor, Claude, V0, Vercel

**Programming:** Python, HTML/CSS, JavaScript, p5.js | **Languages:** Native English, Hindi, Gujarati; Intermediate Spanish