Shivani Mistry

Product/User Experience and Interaction Designer

I design user-centric experiences that yields intuition, comfort and shape the way we interact with technology. Through my internship exposure I aim to strengthen my command over research and design interactions.

📍 East Falls, Philadelphia

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🌐 www.shivani-portfolio.com

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Experience

User Interface Design Co-op / Flextronics

May 2022 - Present   New Hampshire, USA (Remote)

- Researched and scrutinized workflow pattern of a robotic spine surgery software which increased a surgeon's operational ease of use by reducing information overload
- Created wireframes and prototypes to communicate workflow based on user needs and design constraints
- Established a design system for the software and designed a minimal yet modern UI on Adobe XD to simplify the user's accessibility and minimize overall use time
- Assessed an intraoperative 3D imaging system on Miro and developed an interactive wireframe prototype on Adobe XD to enhance the software workflow by reducing redundant functions

UX-UI Design Intern / Fibonalabs

Jan 2021 - May 2021   Bangalore, India (Remote)

- Designed and developed a user-centric web banking application using Figma that tracks orders, investments and stocks for a client
- Pioneered research on employee behaviors to design mobile application that motivates employees to share/ learn from each other based on Hooked model

Product Design Intern / Whirlpool

May 2020 - June 2020   Delhi, India (Remote)

- Spearheaded twelve user interviews from four cultural backgrounds to understand their use of kitchen appliances and created a journey map that leveraged the research
- Delivered a detailed research report with the scope to design dishwashers for Indian households which was used to design the product based on house layout, weather conditions and usage

Product Design Intern / Tata Elxsi

May 2019 - July 2019   Bangalore, India

- Conducted product testing of a robotic vacuum cleaner designed by Samsung lab to generate usability report based on user feedback and designed UI of dessert cooler

Skills

Tools/Languages

Figma	Adobe InDesign
Adobe XD	Solidworks
HTML	Keyshot
Adobe Illustrator	Sketchbook Pro
Adobe Photoshop	

Design tools

Design process	Affinity Mapping
Prototyping	Usability Testing
Design Thinking	Market Analysis
User Personas	User Journey
Wireframes	Storytelling
Product Developement	Mockups
Information Architecture	Sketching
Interaction Design	3D Modelling
Journey Mapping	Rendering

Education

Thomas Jefferson University /

MS in User Experience and Interaction Design

Aug 2021 - May 2023

GLS Institute of Design /

Integrated Master of Design in Product Design

June 2016 - May 2021