

SUMMARY	I'm a UX designer with a background in Computer Science who believes good design starts with caring enough to understand people and the problems they face. I use research to guide my decisions while exploring multiple directions to find solutions that are simple, intuitive, and genuinely useful. I'm curious, analytical, and people-focused, with a strong eye for design and a belief that good design should make things easier without getting in the way.		
PROJECTS	Jan Aushadhi: System Redesign and Enhancement	2025	
	MIT INSTITUTE OF DESIGN · STUDIO PROJECT · TEAM OF 4 · 4 WEEKS		
	- Surveyed multiple stakeholders to find out the issues they face in the medicine industry. Analysed the data from the surveys turned them into meaningful information and isolated major problems each of the stakeholders were facinf - Built an entire ecosystem built to increase efficiency and protect health data privacy. An app concept aimed to cater and solve the problems of all stakeholders under one system.		
	Cashew Machine: Ergonomic Redesign for Small Producers	2026	
	MIT INSTITUTE OF DESIGN · STUDIO PROJECT · TEAM OF 4 · 3 WEEKS		
	- Designed a low-cost sheller for producers working without electricity, aimed at small-scale operations that cannot carry the cost of a full industrial machine. - Worked on the mechanism and built a 1:3 scale model to put who the machine works in front of people, modelling it in Blender, laser-cutting the parts and assembling it by hand, then walked a factory owner through it for a read on cost and maintenance. - Paper to be presented at the HWWE conference in December 2026.		
	Soulka: Organic Produce Brand and Bookable Kitchen	2026	
	MIT INSTITUTE OF DESIGN · STUDIO PROJECT · TEAM OF 4 · 3 WEEKS		
	- An organic produce brand with a community kitchen you can book. Built the demand case from IMARC, Sattva and e-NAM research on where India's organic retail falls short. - Did the whole visual side: logo and identity, packaging mockups, and the ordering app UI. - Top 25 at the UX India Design Pitch.		
WORK EXPERIENCE	Jr. Graphic Designer, Acowale	Feb 2023 – May 2023	
	- Designed the company's onboarding document, from structure and content through to layout, so new hires had one place to look. - Made the social carousels, banners and website assets, working with marketing and leadership to get the content right and keep it consistent across channels.		
SKILLS	Research & strategy: stakeholder interviews, contextual inquiry and field research, survey design, competitive analysis, personas, journey mapping, ergonomic assessment (RULA, REBA, QEC, SI)		
	Design & prototyping: wireframing, information architecture, interaction design, high-fidelity UI, prototyping, brand identity, packaging, print layout		
	Tools: Figma, FigJam, Photoshop, Illustrator, InDesign, Premiere Pro, Google Forms, Notion, HTML, CSS, Microsoft Office		
EDUCATION	M.Des, User Experience Design , MIT Institute of Design (MIT-ID), Pune	Jul 2025 – Jul 2027	
	B.Tech, Computer Science , Jain University, Bengaluru	Oct 2020 – May 2024	
TRAINING	Advanced Certification in UI UX Design, IIIT-Bangalore (2025) · UX Kickstarter, GrowthSchool (2024) · Graphic Design, Unschool (2022) · Multimedia, Pointrex (2020)		
ADDITIONAL	Member of the design club at Jain University: designed the yearbook layouts and print-ready files.		
REFERENCES	Crisbin Joseph Mathew, CEO, Acowale. crisbinjoseph@gmail.com		