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SUVIKSHA HIRAWAT

DESIGN SKILLS

- Interaction Design
- UI Design
- Prototyping
- Wireframing
- Storyboarding
- Personas
- Information Architecture
- Service Design

RESEARCH SKILLS

- A/B Testing
- Contextual Inquiry
- Comparative Analysis
- Heuristic Evaluation
- Surveys
- User Interviews
- Usability Testing

TECHNICAL SKILLS

- JavaScript
- HTML/CSS
- Python (Introductory)

TOOLS

- Figma
- Adobe XD
- Sketch
- Miro
- Illustrator
- InDesign
- Photoshop
- Qualtrics

EDUCATION

University of Michigan, *Ann Arbor, MI* **|** *'21 -'23*
Master of Science in Information, User Experience Research and Design **|** GPA: 3.9

Ramaiah Institute of Technology, *Bangalore, India* **|** *'14 -'19*
Bachelor of Architecture **|** GPA: 3.71

WORK EXPERIENCE

UX Specialist, *University of Michigan Library* **|** *Remote - NYC, NY* **|** *June '23 – Present*

- Co-led the phase 2 redesign of U-M Library Digital Collections, executing a heuristic evaluation and 50 usability tests to address 20+ usability issues.
- Developed a user testing outline template, now added to the team's UX templates inventory, enhancing test script quality and optimizing user's time.
- Authored an article on my experience and contribution to emerging ResearchOps, offering insights and advice on the same.

UX Research Intern, *University of Michigan Library* **|** *Ann Arbor, MI* **|** *May '22 – April '23*

- Utilized service design and qualitative user research, extracting evidence through 6 interviews, to advocate for a revamped student employment system to stakeholders
- Designed a workshop and template on how to make user journeys.
- Created mockups and co-designed the U-M Library's Design System homepage banner.

UX Research Assistant, *Michigan Medicine* **|** *Ann Arbor, MI* **|** *December '22 – April '23*

- Conducted research in developing a learning tool that visualizes VR data to evaluate emergency medicine trainees' cognitive and behavioural processes.
- Developed design guidelines for the data visualisation of VR data streams.

Junior UX Designer, *House For Learning* **|** *Bangalore, India* **|** *January '21 – June '21*

- Crafted wireframes and developed prototypes for the mobile interface of an Ed-tech startup's MOOC platform.

PROJECTS

UX Designer, The West Virginia School for the Blind and Deaf

- Designed an app to help increase independence in playing Disc Golf for students with blindness and low vision.
- This project gained a feature on the U-M School of Information's website, was presented at the UMSI project expo and secured funding for travel to conduct on-site low-fidelity product testing.

UX Consultant, Coalition on Temporary Shelter (COTS Detroit)

- Conducted qualitative research via contextual inquiry for the homeless shelter 'COTS' in a team of 5.
- Conducted 8 interviews, created a swim lane org chart and used affinity diagrams to arrive at findings.
- Provided recommendations to optimize knowledge management and workflow protocol.