

# Shreya Patil

## UX/UI Designer

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### Objective

Passion to help people engage with their environments better has helped me make a smooth transition to UX. Having worked as an Interior Designer for 7+ years, I have honed my abilities in **design, creative problem solving** and **iteration**. What drives me is identifying user needs, solving challenges, and making things happen!

### Education

**User Experience Design,**  
Springboard, Remote

**Bachelor's in Interior Design**  
Bangalore University, India

### Key Skills

User Research | User Flows Journey Mapping | Wireframing | Prototyping User Testing | Storyboards

Figma | Adobe XD | Miro Balsamiq InVision | Marvel Optimal Card Sort Adobe Photoshop

Collaboration | Teamwork  
Adaptability | Multitasking

### Certificates

**Foundations of UX Design**  
-Google

**Agile Foundations & Accessibility**  
-LinkedIn Learning

**Enterprise Design Thinking Practitioner** - IBM

### Experience

#### Product Designer | Co. Lab

May – July 2021

A 7-week fellowship program where my team and I built and shipped an MVP for a mobile-friendly application 'Meals Made Easy' that enables individuals to view recipes and plan their meals.

- Built and shipped a progressive web app along with a team of product manager and developers
- Performed user research to gain user insights to validate hypotheses and understand user pain points.
- Collaborated cross-functionally to narrow the scope of the problem and define the MVP.
- Created and communicated low-fidelity wireframes of workflows to developers before translating them to high-fidelity designs.
- Conducted user testing on 8 participants to get feedback that helped make user-centered design decisions.
- Design handoff to developers for implementation by working side-by-side to ensure styling meets the MVP.

#### UX Designer Intern | Find A Player

October – November 2020

A multi-platform app designed to take the pain out of organizing and finding players for sports, games & events

- Engaged with stakeholders and engineers in ideation and strategy sessions to increase user retention and engagement.
- Conducted competitive and comparative analysis to understand existing patterns of the mobile app.
- Leveraged available usage data to draw patterns and correlations to improve the user journey.
- Conducted 5 user interviews to understand problems and brainstorm solutions with the stakeholders.
- Delivered detailed wireframes, user flows, visual design, and refined 4 existing screens.

#### Corporate Interior Designer

2011 - 2019

- Led and managed a team to create and present CAD drawings, mood boards, surface materials, color palettes, and lighting.
- Contributed to all phases of the Design Process from Research and Conceptualizations to Selections and Construction
- Prepared design documentations and presented to multiple clients and stakeholders to get progress sign-off.
- Managed day-to-day project coordination with all consultants, contractors, client representation and suppliers.