

# Mital Kamani

UI/UX DESIGNER

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## WORK EXPERIENCE

### UX Researcher | WISE cities, LLC.

Nov 2022 - Current, College Park, MD.

- Collaborating with 3 other researchers to create a usability testing plan to find issues and opportunities for improvement in the beta version of app.

### UI/UX Designer | Oppia Foundation (Open Source Organization)

Mar 2021 - Feb 2022, Remote

- Redesigned the partnerships web page to make it more visually appealing and to effectively convey Oppia's vision for encouraging potential contributors.
- Collaborated with lead designer, product manager, and a team of 5+ developers to conceptualize, design, and deploy 2 live projects. Prototyped 70+ screens of varying fidelity (Adobe Xd) to test assumptions, concepts of information hierarchy, and usability.
- Worked with a team of 10+ UI/UX design volunteers across the world to frame insights and iterate through conceptual ideas.

### Graphic & UI Design Intern | TheWav Digital Agency

Jun - Aug 2020, Remote

- Developed brand identities for 3 early-stage startups across the country named Ironwood, Bubble hut, and Ojas. Handled consistent social media presence of 2 startups named Orbit cables and Avalance which led to around 50% increase in followers.
- Designed websites for 3 startups named Imago, Silkroute, and Ojas using competitive analysis, mood boards, wireframes, UI mockups, and high-fidelity interactive prototypes.

### Web Development Intern | Inmovidu Technologies

May - Jun 2020, Remote

- Designed and developed a University website from scratch using HTML, CSS, JavaScript, and Bootstrap framework. Utilized various JavaScript scroll-reveal libraries (scrollReveal.js, reveal.js) to make the website more dynamic and interactive.

## SELECTED PROJECTS

### Incorporating Accessibility and Inclusive Design Principles into SDLC | UX Researcher and Accessibility Designer

Aug 2021- May 2022, Remote - Under the guidance of prof. Saurabh Tiwari

- Interviewed 10 industry practitioners to get a better understanding of the industry context for addressing accessibility and inclusivity throughout the product development process.
- Proposed an inclusivity checker web extension testing tool that checks for inclusivity bugs in websites, including 16 guidelines from WCAG 2.1 for accessibility.

### Impact of Smartphones on the Experience of Mid-life People | UX Researcher

May - Jul 2021, Remote - Under the guidance of prof. Kalyan Sasidhar

- Conducted extensive qualitative user research on 20 older adults aged 43 to 92 through interviews and observations to better understand their smartphone usage patterns, challenges, and psychological impact.

## EDUCATION

### University of Maryland, College Park

Aug 2022 - May 2024

MS in Human-Computer Interaction

### Dhirubhai Ambani Institute of Information and Communication Technology

Aug 2018 - May 2022

B.Tech. (Honours) in ICT with minor in Computational Science

GPA - 8.72/10

## SKILLS

### UX Research and Design :

User Interviews, Contextual Inquiries, Affinity Mapping, Experience Models, Competitive Analysis, User Journeys, Personas, Storyboarding, Information Architecture, Wire-framing, Rapid Prototyping, Usability and Accessibility Evaluation, User Testing

### Visual Design :

Brand Identity, High-Fidelity UI, Print & Graphic Design, Icons & Digital Illustrations, Web Design

### Softwares & Tools :

Figma, Sketch, Adobe Creative Suite (Photoshop, Xd, Illustrator, Lightroom), Visual Studio Code, Miro

### Languages :

HTML, CSS, JavaScript, Python, C++

## AWARDS & HONORS

### Best B.Tech. Final Year Project Award

Dhirubhai Ambani Institute of Information and Communication Technology - AY 2021-22