

Mital Kamani

UI/UX DESIGNER

✉ mkamani@umd.edu

☎ +13479930302

🌐 mitalkamani.xyz

🌐 <https://www.linkedin.com/in/mitalkamani/>

WORK EXPERIENCE

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.
- Prototyped 70+ screens of varying fidelity (Adobe Xd) to test assumptions, concepts of information hierarchy, and usability.
- Collaborated with lead designer, product manager, and a team of 5+ developers to conceptualize, design, and deploy 2 live projects.
- 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.
- Worked on website designs for 3 startups named Imago, Silkrute, and Ojas through 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

[Accepted in ISEC'23 conference, India.](#)

- Interviewed 10 industry practitioners to get a better understanding of the industry context for addressing accessibility and inclusivity throughout the product development process.
- Created 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 comprehend 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, India

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, Surveys, Contextual Inquiries, Affinity Mapping, Experience Models, Competitive Analysis, User Journeys, Personas, Storyboarding, Information Architecture, Wireframing, Prototyping, Usability & Accessibility Evaluation, User Testing

Visual Design :

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

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