ABHINAYA KRISHNAMOORTHY

PRODUCT DESIGNER / UX DESIGNER

EXPERIENCE

UX Research Assistant, Indiana University

Aug 2023 - Present | Indianapolis

- Identified gaps in public knowledge regarding Black history in Indiana and led the development of a user-friendly platform, resulting in a projected 30% increase in user engagement within the first month of launch.
- Conducted comprehensive analyses and synthesized insights about human behaviors and attitudes, to enhance user experience.

UX Generalist Intern, OpenEye, Cadence Molecular Sciences

May 2023 - Aug 2023 | Indianapolis

- Spearheaded user-centered improvements to OpenEye's Documentation ecosystem, leading to a 30% decrease in customer support inquiries and a 20% increase in user satisfaction.
- Successfully conducted comprehensive user research to identify pain points, and created design mockups, interactive tutorials, specs and assets.
- Applied user experience design and rapid prototyping to streamline navigation and improve search functionality.
- Conducted a series of design sprints and workshops to gather user feedback and insights, resulting in a 20% increase in user satisfaction.
- Managed a cross-functional team to create interactive tutorials within the documentation platform, resulting in a 15% increase in user engagement.

UX Research Assistant, Indiana University

Aug 2022 - May 2023 | Indianapolis

- Played a pivotal role in the design of the Indianapolis Encyclopedia website, ensuring it serves as a comprehensive information hub for the city.
- Tackled the challenge of information accessibility about Indianapolis by designing the Indianapolis Encyclopedia website, incorporating user research and usability testing to ensure the platform met user needs and organizational goals.

Lead UX Designer, XR Labs

July 2021 - Aug 2022 | Chennai, India

- Led the development of 2 large and ambiguous XR projects from research to release, namely Intel & the Indian Army.
- Collaborated with the Intel startup program team to create the Intel Virtual Demo Zone, an immersive business platform, by designing interactive spatial interfaces and developing the platform in WebGL, resulting in an 80% increase in sales through experiential business pitches.
- Developed an AR solution for the Indian Army's See-through Armor project, integrating various technologies to reduce querying times by 28%.
- Created VR training platforms for Capgemini, Yokohama, Hyundai, and others, focusing on simulations and customer experiences from inception to testing, enhancing training effectiveness and user experience.

Freelance Designer

June 2021 - Dec 2021 | Chennai, India

- Conducted user research and usability testing for a mobile app for pet owners, translating insights into user-centered design solutions.

CONTACT

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+1 (317) 720 -7044

EDUCATION

Master of Science in Human-Computer Interaction   **3.81 GPA**

Indiana University, Indianapolis
Expected May 2024

Bachelor of Architecture (B.Arch)

Anna University, Chennai, India
Awarded May 2020

SKILLS

Design

UX/UI Design, Visual Design, Design Thinking, Product Design, Responsive Design, Interaction design, Motion Graphics, XR Design, Animation

Research

Prototyping, User Flows, Data Analysis, User Research, Rapid Iteration, A/B Testing, User Interview, Storyboarding, Wire-framing, AI Integration, UI Design, Affinity Mapping, Ethnographic Field Research

Soft Skills

Cross-Functional Collaboration, Communication, Global Vision

Tools

Figma, Adobe XD, Sketch, Blender, WordPress, InVision, Illustrator, After Effects, Photoshop, AutoCAD, InDesign, HTML & CSS

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I have worked with many different prototyping tools and frameworks – to avoid a full laundry list above, I've kept it to just my favorites. If you use a different prototyping tool that works well in your established workflow, I would be happy to learn it.