Sumeet Gokhale

gokhalesumeet2@gmail.com | (267) 266-5894 | Portfolio | LinkedIn | Open to relocation

SUMMARY

I have experience working with cross-functional teams, right from the early days in my design career. I believe my go-getter attitude and good communication skills, coupled with design industry expertise puts me in a position of high consideration.

EDUCATION

MS UX and Interaction Design, Thomas Jefferson University, Kanbar School of Design   GPA: 3.75/4.0 | May 2024

Relevant courses: Essentials of UX design, Information Architecture, Qualitative and Quantitative UX Research, Design Business and Entrepreneurship, Digital Design

BS Product Design – MIT Institute of Design, Pune, India   Grade A | Mar 2018

Relevant courses: Design foundation, Ergonomics, Typography, HMI, skin design (CMF), Packaging design

TECHNICAL SKILLS

o   Software - Adobe XD, Figma, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Solidworks

EXPERIENCE

Affairmuse – HMI & UX Designer, San Francisco, USA   Apr 2023 - Jun 2023

o   Streamlined the information architecture of the old website and developed a user experience content strategy.

o   Upgraded the features on the primary navigation and redesigned the primary flow of the website.

o   Redesigned, developed, and published the website - AffairMuse

Euman Therapeutics – UX Designer, Mumbai, India   Jan 2022 - July 2022

o   Led a team of 3 people to manage research and design a mobile application for clinical diagnosis of anxiety and depression.

o   Utilized design-thinking methodologies to conceptualize the output with in-depth research based on feedback from stakeholders.

o   Created a mobile application using appropriate style guides and incorporated voice interfaces - Anxio

Studio Glyph - Visual designer, Mumbai, India   July 2021 - Dec 2021

o   Designed and developed a visual design language for client Dot & Key.

o   Rebranded their new launch of vitamin gummies and assisted in creating strong visual communication collaterals.

o   Improved the experience of a product segment within the client brand guidelines.

o   Created 3D models of a new product segment, supported by its corresponding graphic design.

PROJECTS

Optivento – UX designer, Project manager, Product strategist - Optivento   Sept 2023 - May 2024

o   Spearheaded UX design process by leveraging expertise in user research, wireframing, and prototyping to create an intuitive and user-friendly inventory management platform for restaurant owners.

o   Led cross-functional collaboration efforts with stakeholders and end-users to gather feedback, iterate on designs, and ensure seamless integration of user-centric features, resulting in a streamlined user experience.

o   Demonstrated exceptional creativity and problem-solving abilities by translating complex user needs and business requirements into elegant design solutions.

Nirvana – UX designer, Information architect - Nirvana   Jan 2023 - May 2023

o   Leveraged user-centric design principles and behavioral psychology insights to develop the Nirvana meditation app, incorporating variable reward systems to foster habit formation without burdening users.

o   Engineered personalized features and adaptive algorithms within Nirvana to tailor meditation sessions to users' schedules, optimizing convenience and effectiveness for seamless integration into daily routines.

o   Implemented data-driven iteration processes, utilizing analytics and user feedback to continuously refine and enhance the Nirvana app, ensuring its relevance and efficacy in cultivating long-term meditation habits for a diverse user base.

Smartpet – UI & UX Deisgner – SmartPet   Sept 2022 - Dec 2022

o   Designed and developed a high-fidelity prototype of a voice user interface for Freshpet stores.

o   Implemented the use of KPI and KEI in design development.

o   Created a mobile application that is WCAG compliant.

o   More info - SmartPet