

Sumeet Gokhale

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SUMMARY

UX/UI Designer with 6 years of experience in user research, interaction design, and end-to-end product design across web and mobile platforms. Skilled in wireframing, prototyping, usability testing, and designing scalable user experiences. Proven track record of improving engagement and leading cross-functional teams to deliver high-impact, user-centered solutions.

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

SKILLS

User Research, Usability Testing, Wireframing & Prototyping, Interaction Design, Information Architecture, User Flows & Journey Mapping, Design Systems, Mobile First Design, Accessibility (WCAG basics), Cross Functional Collaboration
Tools: Figma, Adobe XD, Photoshop, Illustrator, InDesign, SolidWorks, Base44, Claude, Despia

EXPERIENCE

System Custom Consultants –Client- Galls | UX UI Designer, Boston, USA Feb 2025 - present

- Leading end-to-end redesign of Galls.com, improving user experience and increasing engagement by 30%
- Conducting user research, usability testing, and heuristic evaluations to identify pain points and optimize flows
- Designing wireframes, prototypes, and scalable design systems for a mobile-first experience
- Collaborating with developers and stakeholders to deliver high-performing, user-centered solutions aligned with business goals

OleOle – UX lead, Los Angeles, USA Aug 2024 - Mar 2025

- Led UX strategy for mobile and web applications, integrating user research and usability testing into design decisions
- Mentored and guided a team of 3 designers, improving design consistency and collaboration
- Managed product timelines, user flows, and design deliverables to align with business objectives
- Delivered user-centered solutions that improved usability and overall product experience

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

- Led UX research and design for a mobile application focused on clinical diagnosis of anxiety and depression
- Conducted user interviews and usability testing to inform design decisions
- Designed voice-enabled interfaces and intuitive user flows for improved accessibility
- Delivered a scalable mobile experience aligned with healthcare usability standards

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

- Designed visual systems and brand communication for Dot & Key product lines
- Contributed to product launch campaigns including packaging and digital assets
- Created 3D product models and supporting visual design assets
- Improved visual consistency across product categories

PROJECTS

Optivento – UX designer, Project manager, Product strategist - [Optivento](#) Sept 2023 - May 2024

- Designed an inventory management platform for restaurant owners using user research and usability testing
- Created wireframes, prototypes, and user flows to simplify complex workflows
- Collaborated with stakeholders to iterate designs based on feedback and analytics
- Delivered an intuitive product experience improving operational efficiency

Nirvana – UX designer, Information architect - [Nirvana](#) Jan 2023 - May 2023

- Designed a meditation app using behavioral psychology and habit-forming UX principles
- Built personalized user flows and adaptive features to improve engagement
- Used data-driven iteration and user feedback to continuously refine the product experience ensuring its relevance and efficacy in cultivating long-term meditation habits for a diverse user base