Salonee Nadkarni

User Experience Designer │ www.nadkarnisalonee.com/ │ salonee.design@gmail.com │ linkedin.com/in/saloneenadkarni/

EDUCATION

M.S. in Human-Computer Interaction │ Indiana University Purdue University (IUPUI), Indianapolis   Dec 2023
Bachelor of Architecture Design │ Manipal Academy of Higher Education, Manipal, India   May 2019

WORK EXPERIENCE

UX Designer- Capstone project │ Johnson Controls, Indianapolis   Jan 2023 - Dec 2023
• Led the redesign of the onboarding and camera recording scheduling features on the Exacq video surveillance platform by leveraging user-driven design decisions **reducing onboarding time by 35%** and addressing **needs of over 5k users**.
• Defined a systematic user flow, conceptualized and **prototyped interactive experiences** combining user needs with stakeholder feedback to **create innovative product strategy and high fidelity design solutions.**
• Achieved a **37% reduction in user task completion time** post testing, supporting operation costs and enhanced efficiency.

UX Designer and Researcher │ Indiana University-Purdue University (IUPUI), Indianapolis   Jan 2022 - Dec 2023
• Facilitated the research and design for a NSF-funded healthcare project of a **mobile app for family coordination for caregivers of kids with** cancer. Executed **user interviews, card sorting, 10+ usability testing of the design prototypes** with users to understand the pain points.
• Led the design and strategy for a LLM-driven AI conversational model for addressing challenges in **patient-AI communication.**

Product Designer │ Clinikk Healthcare, Bengaluru, India   Feb 2021 - July 2021
• Spearheaded the design of a **ticketing system dashboard** based on insights from structured user interviews to be used by **20+ doctors and assistants, improving task completion by 62%.** Collaborated with a **cross-functional team** of **product managers, designers, and engineers**.
• Effectively led a team of 2 interns and coordinated closely with senior designers and developers in shaping the **design system, component library, and brand guidelines** for Clinikk Healthcare's **web and mobile applications reducing iteration cycles by 35%.**
• Analyzed user behavior using Hot Jar, site metrics and conducted **usability testing with doctors** to propose 12+ upgrades and features in the design of the doctor's dashboard to refine the user interface and increase user efficiency by 45%.

Product Designer │ Qoohoo, Bengaluru, India [View Project](#)   June 2020 - Jan 2021
• Managed **end-to-end product design** by conducting competitor analysis aligning to business goals creating innovative high fidelity design interactions for the **minimum viable product (MVP)** of Qoohoo mobile app **achieving a 4.5-star rating on the Google Play Store.**
• Collaborated in an **agile environment** with founders and developers to create effective product design features for creator monetization to ensure **seamless design handoff and execution saving 2 months of development time.**

INTERNSHIP EXPERIENCE

UX Designer │ RadicalX, New York   June 2023 - August 2023
• Created intuitive user flows and visually compelling **designs for AI career coach features** by analyzing primary research data, leading to the creation of virtual assistant leading to a potential 50% increase in user engagement.
• Leveraged the use of the VoiceFlow tool to iteratively create **AI bot conversation flows,** leading to a **40% decrease in task completion time.**

Product Designer │ AgriNovus Indiana, Indianapolis   Jan 2023 - March 2023
• Headed UX design efforts for SimplySupper, an upcoming mobile application aimed at tackling food insecurity through delivering meal kits for the food insecure. Conducted **extensive user research** involving 15+ participants, gathering insights into **online food delivery challenges**.
• Developed product strategy and designed interactive prototypes resulting in a **18% increase in user engagemen**t post user testing.

SKILLS

Design: User interface design, Enterprise Product Design, Consumer Product Design, Strategy, Wireframes, Information Architecture, Design System, Interactive Prototyping, Brand design, Design Thinking, Accessibility Testing, WCAG guidelines, Responsive Design, UX Writing
Research: User Interviews, Surveys, Contextual Enquiry, Competitor Analysis, Card sorting, Thematic Analysis, Usability Testing, Personas, Heuristic evaluation, Storyboarding, Journey mapping, Affinity Mapping, Focus groups, A/B Testing, Task analysis
Tools: Figma, Sketch, Adobe XD, Balsamiq, Otter.ai, Atlas.ti, HotJar, Adobe Creative suite, Photoshop, Miro, Jira, C, HTML/CSS
Soft Skills: Problem Solving, Empathy, Collaboration, Communication, Creativity, Curiosity, Critical thinking, Leadership, Growth mindset

ACHIEVEMENTS

Publications- [Using role theory to design for parents as caregiving teams in the Children's Hospital](#), CSCW 2022
Awards- 1st Finalist Capstone Project 2023- HCI and web app category, IU Product Design Sprint 2023- 3rd Finalist, UMO Global Design Challenge 2020- 2nd Finalist, Merit Scholarship- Indiana University