Vidhi Sanghvi

Product Designer
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Experience

Rangam | UX/UI Designer

April 2024 - Present | Remote (HR Management Solution, Healthcare)

- Designing end-to-end interfaces for a HR management system, including onboarding, performance management, and AI-enhanced recruitment for clients like Johnson & Johnson, Anthem, Pfizer, and other healthcare companies.
- Collaborated cross functionally with product, data, and engineering teams to create an inclusive and accessible product for neurodiverse individuals by designing features that enhance user experiences.
- Developed reusable components and standardized elements for the new design system, ensuring seamless integration across products.

Univenture Studios | Product Designer

Feb 2024 – April 2024 | Remote (AI Startup, EdTech, Investing)

- Developed multiple 0-1 AI-driven B2B and B2C products, including an LMS using AI recommendations for course creation, business plan generator, & AI summary generator, using glassmorphic design.
- Redesigned the onboarding workflow for Startupsphere.ai and created a marketplace for investors to fund AI-generated business plans.
- Led the creation of a unified design system, enhancing product consistency, efficiency, and scalability.

Upview.ai | User Experience Designer

Jan 2024 – June 2024 | Hybrid (AI Startup, influencer marketing)

- Lead the full design lifecycle for an AI-based influencer marketing SaaS company to create user interfaces on Figma. Worked on rebranding their creatives and creating a new design system.

Multiple Contracts | Product Designer

Jul 2023 – May 2024 | Hybrid (AR/VR, metaverse, Social Networking Platform)

- **Think Round** - Creating metaverse designs for culinary experiences, including bookings and virtual meetings, enhancing engagement by 40%.
- **Catch-a-fire** - Designed and audited several non-profit websites, in various social initiatives, leading to a cost-saving impact of $21,093.
- **Panpalz** - Led designs for 30+mobile screens, from initial research and prototyping to developing high-fidelity mockups in figma by leveraging motion design, animation, and gamification in badges section based on product needs.
- Collaborated with designers, to ship 100% visually consistent, pixel-perfect, and accessible user experiences across all screens by creating design system.

Teearch | Senior Design Architect

July 2018 - Dec 2022 | Full-time | Onsite (Architecture designing,3D Modelling)

- Led a team of 3 architects & 2 engineers to design 60+ projects with site visits, from concept to completion, adhering to budget and timeline constraints and ensured that the design aligns with real-world conditions.
- Successfully obtained government approvals for architectural designs of all projects ranging from $500K to $10Mn.

Skills

Design

User Research, Competitive Analysis, Information Architecture, Heuristic Analysis, Visual Design, AR/VR Design, Mobile Design, Storytelling, Wire-framing, A/B Testing, Design Workshops, Responsive Design, Usability Testing, material Design, Prototypes, Design system, Wire-frames, Cross-functional collaboration.

Tools

Figma, Adobe XD, Sketch, Adobe creative suite, InVision, Canva Pro, Uizard, Slack, Framer, HTML, CSS, JavaScript, Miro, Storybook, AutoCAD, Revit, Wix Studio, Webflow, octopus.do, 3ds Max, Photoshop

Education

UC Santa Cruz

2023 - 2024| Hybrid

Specialization User Experience Design & Web Design.

Google UX Design

Jan - Jul 2023 | Online

Google UX Design Professional Certification Course.

Indian Green Building (IGBC)

2019 | Mumbai, India

Sustainable Architecture Professional Certification Course.

Bachelor's in architecture

2013 - 2018 | Mumbai, India

Awards -
- Gold medalist (2013 - 2018)
- 1st Award for Academic Excellence
- Charles Correa Gold Medal for architectural designing