# Chhavi Kumar

# **UX Product Designers**

## **EXPERIENCE**

#### UX Product Designer | WISE Cities

May 2024 - Present | Fairfax, VA

• Designed accessible UI/UX aligned with WCAG 2.1 and business goals.

• Led end-to-end research & design, improving engagement by 20% via usability and A/B testing.

• Built 80+ high-fidelity screens and interactive prototypes for seamless developer handoff.

• Contributed to the design system and documentation to maintain visual and functional consistency.

#### UX Intern | WISE Cities

SEPT 2023 - MAY 2024 | Fairfax, VA

• Collaborated with engineers and PMs to deliver high-fidelity mockups and prototypes.

• Translated research insights into impactful design solutions, with 70% adopted in the next product release.

• Created 5 personas, 3 user flows, and journey maps to support and justify design decisions.

#### IT Helpdesk Representative | Quantiphi

Dec 2019 – Aug 2021 | Marlborough, MA

• Analyzed user feedback and identified key pain points to improve the user experience, resulting in a 35% increase in overall user satisfaction.

• Resolved usability challenges and accessibility concerns, ensuring a seamless digital experience for users across different technical backgrounds.

#### **EDUCATION**

Master of Science, Human-Computer Interaction University of Maryland Graduation Date: May 2024

Bachelor of Arts, Animation & Visual Narrative Hampshire College Graduation Date: May 2019 <u>www.chhavi-kumar.com</u> <u>www.linkedin.com/in/chhavi-k</u> <u>chhavik.ux@gmail.com</u> New Delhi, India

# SKILLS

# Design

Design Thinking Accessibility Design UX Design Marketing Copywriting Product Management Interaction Design Prototyping & Wireframing Visual Design User Interface Design User Journey Map User Stories

## Research

User Research A/B Testing Competitive Analysis Data Analysis Market Research Qualitative & Quantitative Research Methodologies Usability Testing User Interviews,

# TOOLS

Figma, Adobe Suite, Webflow, Maya, Miro, Notion, Photoshop, Sketch, Slack, Jira, Confluence