

SAI CHANDU KANDIMALLA

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PROFESSIONAL SUMMARY

Data-driven UX/UI Designer with 3 years of experience building scalable design systems and intuitive visual interfaces. Skilled in user research, wireframing, and interactive prototyping to bridge user needs with business goals. Adept at translating research insights into high-fidelity designs and seamless developer handoffs, evidenced by rolling out a UI component library that reduced team production cycles by **30%**.

PROFESSIONAL EXPERIENCE

UX Designer (W-2 contract) - Remote

Feb 2026 – Present

Employer: Kappium, LLC | Client: Carbon Health — Las Vegas, NV

- Led a comprehensive UX audit across patient onboarding and booking flows, identifying and fixing key usability bottlenecks to achieve a **25%** increase in user satisfaction.
- Applied User-Centered Design (UCD) and Agile processes to optimize virtual care and prescription management features, driving a **35%** increase in patient engagement.
- Partnered closely with Product, Engineering, Marketing, and Clinical teams to solve end-to-end UX issues and ensure alignment across digital touchpoints.
- Troubleshoot critical navigation and interaction friction points across the platform, contributing to a **20.89%** growth in active users within two months.

UI/UX Designer

Sep 2024 – Dec 2025

University of Wisconsin Milwaukee — Milwaukee, WI

- Spearheaded end-to-end wireframes and high-fidelity Figma prototypes for an internal research portal, restructuring complex information architecture to reduce data retrieval friction for **500+** faculty and graduate users.
- Conducted end-to-end user research including contextual inquiries, card sorting, and **20+** qualitative interviews, synthesizing raw data into affinity maps that directly informed core product feature roadmaps.
- Scaled the university lab's UI design system by building reusable component libraries and interactive design tokens, decreasing engineering handoff friction and front-end build times by **15%**.

UI/UX Designer - Intern

June 2023 – June 2024

Meesho Ltd — Hyderabad, TG

- Designed high-fidelity wireframes and interaction flows (Figma) for localized e-commerce features, simplifying navigation and checkout journeys for Tier 2/3 regional users.
- Created and maintained accessible UI components, interactive variants, and visual tokens within Meesho's design system to ensure multi-platform consistency.
- Collaborated in fast-paced Agile sprints with Product Managers and Developers, delivering clear design specifications and edge-case documentation for seamless engineering implementation.

EDUCATION

Master of Science, Information Technology and Management

Aug 2024 – Dec 2025

University of Wisconsin, Milwaukee — Milwaukee, WI

Relevant coursework: Human-Computer Interaction, Service oriented analysis, Information Systems

Bachelor of Technology, Computer Science

Sept 2020 – May 2024

Vignana Bharathi Institute of Technology — Hyderabad, TG

Relevant coursework: Design Algorithms, Graphic Design, Design Thinking & Innovation

SKILLS

Tools: Figma, Sketch, Adobe XD, Invision, Balsamiq, WEB flow, Framer, Principle, Miro, Optimal Workshop, Usability Hub, User Testing, Photoshop, After Effects, Adobe Creative Suite

Design Skills: Product Design, Motion Design, Interaction Design, Visual Design, User Personas, Journey Mapping, User Research, Usability Testing, A/B Testing, Wireframing, Prototyping, Design Systems & Sprints, Responsive Design, Design Thinking, Cross-Functional Collaboration

Technical Skills: HTML, CSS, JavaScript, Gestalt Principles, Typography, Color Theory, Iconography, Ideation Techniques, Identity Design, Empathy Mapping, Affinity Diagrams, Usability Heuristics, Accessibility (WCAG)

CERTIFICATIONS

- Google UX Design — Professional Certificate

Jan 2026

ACHIEVEMENTS

- Participated in 5+ hackathons, winning 3 through collaborating on product design and prototyping under time constraints