

Shayna Trivedi

UX/UI designer with a neurobiology background, focused on AI-driven tools and workflows.

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Experience

PROVOKE SOLUTIONS

Junior UX/UI Designer

Dallas, TX

September 2024 - Present

TestMart

- Owning end-to-end design for a new enterprise testing platform built on Microsoft Dynamics 365 F&O, launching in September to onboard all new customers.
- Leading UX strategy and product definition across core modules like onboarding, dashboards, and service setup. Delivered 10+ wireframes in the first week through close collaboration and rapid iteration.

Exact Sciences

- Redesigned branded marketing and clinical materials to align with updated communication standards, improve clarity and visual hierarchy, and support more informed patient decisions.
- Quickly mastered Adobe InDesign and Illustrator to deliver polished assets under tight timelines.

Knovva AI

- Led 0→1 product design for an AI-powered digital coworker that automates E2E testing from business inputs.
- Shaped the platform's foundational structure and component library to support long-term scalability.

PROVOKE SOLUTIONS

UX/UI Design Intern

Dallas, TX

May 2024 - September 2024

Microsoft / Omniverse

- Created wireframes, storyboards, and simulation UI for a cross-device VR energy grid experience commissioned by Microsoft to showcase Nvidia Omniverse capabilities.
- Collaborated with Unity developers to translate technical concepts and adapt simulations for desktop compatibility.

RUNE LABS

UX Research Intern

Remote

August 2023 - February 2024

- Conducted 60+ interviews and 100+ surveys across three initiatives as the sole researcher on a four-designer team.
- Shifted product strategy from tremor to dyskinesia prediction based on beta feature feedback.
- Facilitated iterative user testing on AI-generated reports with 125+ users, improving clarity and accessibility.
- Owned end-to-end research from recruitment through synthesis, driving key product decisions.

Skills

Design Tools: Figma, Framer, Adobe Illustrator, InDesign

UX/UI Design: Wireframing, Prototyping, Interaction Design, Design Systems, Visual Hierarchy, Responsive Design

Research: User Interviews, Usability Testing, Heuristic Evaluation, Competitive Analysis

Foundations: Information Architecture, UX Strategy, Cross-Platform Design, Agile Collaboration

Education

COLUMBIA ENGINEERING

UX/UI Bootcamp specializing in human-computer interaction & design principles.

Remote

September 2024 - March 2025

UNIVERSITY OF CALIFORNIA - DAVIS

BS in Neurobiology, Physiology, & Behavior, Minor in Global Disease Biology.

Davis, CA

September 2019 - June 2023