MANYA GAJWANI

A passionate UX Designer with a proven track record in creating user-centric designs and enhancing user experiences with 2 years of full time experience. Skilled in design thinking, user research, and developing interactive prototypes to deliver intuitive solutions.

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WORK EXPERIENCE

Innovations - Researcher - Dentsu Creative

CURRENT ROLE | **GURUGRAM, INDIA**

- Developed creative tech ideas and collaborated across creative and development teams to deliver presentations and bring concepts to life.
- Conducted primary and secondary research to enhance product strategies, presenting actionable solutions to stakeholders.
- Designed UX wireframes and prototypes to support feature development and proof-of-concept efforts.
- Led projects combining innovative technology with creative concepts for tech-driven campaigns.

UX Research Designer - Bigtincan Holdings (B2B SaaS & LMS)

SEPTEMBER 2021 TO AUGUST 2023 | **NEW YORK, USA**

- Conducted research to enhance product strategies, presenting actionable insights to influence decision-making.
- Collaborated with clients like Nike, Uber Eats, and Google, tailoring research to meet their needs.
- Designed wireframes and prototypes using established design systems. Led ideation workshops to foster innovation.
- Analyzed product usage with Pendo, built dashboards, and improved data collection with JavaScript and CSS event setup.
- Managed a team of interns and worked with cross-functional teams to ensure cohesive project execution.

Research Assistant - Georgia Institute of Technology

JUNE 2021 - JANUARY 2022 | **GEORGIA, USA**

- Aided in a project named 'Duco', a compact robotic drawing system for the digital fabrication of circuits in large-scale on vertical surfaces.
- Responsible for ideating applications of the system, prototyping and testing.

JANUARY 2021 - MAY 2021

- Collaborated with other web developers and designers to create an interface for an immersive Artificial Reality Experience.
- Managed the wireframes and basic edits of HTML and CSS for the interface.

UX Design Lead Intern - Puzzl

JUNE 2021 - AUGUST 2021 | **CALIFORNIA, USA**

- Led team of UX design interns to communicate the design of the interface.
- Designed and wireframed the app interface and website using Figma.

Product Design Engineering Intern - Breathify Inc.

MAY 2020 - AUGUST 2020 | **OKLAHOMA, USA**

- Designed and developed a 3D model of an air purifier using Solidworks.
- Redesigned the fans of the purifiers to both reduce sounds by 7 dbA and significantly decrease the backflow of air and production costs.

UX Design Intern - YS Design Studio Private Limited

MAY 2019 - AUGUST 2019 | **DELHI, INDIA**

- Designed wireframes and information architecture using Adobe XD.
- Conducted research and attended client meetings to assess project needs.

SKILLS

User Experience (UX)

Design Thinking

Problem Solving

User-Centered Design

Creative Ideation

Wireframing & Prototyping

User Research

User Interface Design (UI)

Usability Testing

User Interviews

User Flows

Data Analytics

Coding

Communication

SOFTWARES

Figma

Adobe XD

Adobe Photoshop

Sketch

Solidworks

Autodesk Fusion360

Python

HTML & CSS

Java

Arduino IDE

Dovetail

Pendo

EDUCATION

Georgia Institute of Technology

BS in Industrial Design

High Honors (magna cum laude)

Dean's List & Faculty Honors

GPA - 3.52 | Major GPA - 3.80