

# Manvita Boyini *User Experience Designer*

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## Skills

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**Design:** UX Design, UI Design, Interaction Design, Visual Design, Graphic Design, Conceptualization, Storyboards, Journey Maps, User Flows, Personas, Affinity Mapping, Prototypes, Wireframes

**Research:** User Interviews, Contextual Enquiry, Direct Observation, Qualitative and Quantitative Data Analysis, Competitive Analysis, Usability Testing, Double Diamond Process, Vision Boards, Opportunity Mapping

**Design Tools:** Figma, Adobe XD, Unity, Godot, Miro, Blender, Adobe Suite, Autodesk AutoCAD, Rhinoceros, Google SketchUp, Autodesk Revit, Lumion

**Programming Languages:** Javascript, C, C++, C#, HTML, CSS

## Education

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**Master of Science in Human Computer Interaction Design,**  
*Indiana University - Bloomington*

Aug 2022 – May 2024  
Bloomington, United States

## Professional Experience

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**User Experience Designer, Hoosier Community Network**

Jul 2024 – Feb 2024 | Remote

- Increased user engagement by 20% and improved navigation efficiency by 25% by leading the design and development of websites, aligning stakeholder goals with user-oriented design strategies.
- Boosted task completion rates by 15% by conducting user research, creating wireframes and low-fidelity prototypes, and delivering high-fidelity mockups for successful website launches.

**User Experience Designer, Salesforce (Sponsored by IU)**

Jan 2024 – May 2024  
Bloomington, United States

- Accomplished a **25% increase in transparency and trust among educational users** by leading the design of Slack's AI features for data privacy, creating user-centric wireframes and flows.
- **Reduced AI misinterpretations by 20% and enhanced user control over sensitive data** by designing and deploying advanced privacy alert systems in Slack.
- **Decreased user concerns over AI inaccuracies by 15%** and improved data management by pioneering methods to reduce AI bias and enhance the safety of the communication platform.

**Assistant Instructor, Indiana University Bloomington**

Aug 2023 – May 2024  
Bloomington, United States

- **Achieved a 30% increase in project completion rates and quality** by mentoring over 100 students in user-centered design methodologies, fostering creative collaboration.
- **Enhanced technical proficiency by 25% and collaborative project success by 40%** by leading team-based projects and improving students' problem-solving and design-thinking skills through practical tools like user flows and wireframing.

**Junior Designer, Quite A Living Design Studio**

Apr 2021 – Jun 2022 | Hyderabad, India

- **Increased client satisfaction and project approvals to 30% by developing 3D architectural models** using Lumion, Enscape, and Google SketchUp for client presentations and construction crews.
- **Created detailed floor plans for electrical layouts using AutoCAD** and collaborated with the principal architect, ensuring seamless integration with overall architectural plans and efficient project execution.
- **Managed budget estimation for projects, achieving a 20% improvement in budget adherence and a 15% reduction in material costs**, by meticulously tracking expenses and optimizing material selections.

**Design Intern, Spacefiction Studio**

Sep 2019 – May 2020 | Hyderabad, India

- **Improved project deliverables' efficiency and accuracy by 15%** by crafting construction drawings adhering to strict architectural standards and user-centered design principles.
- **Achieved a 20% improvement in client comprehension and satisfaction** by enhancing client presentations with refined 3D models and prototypes using Lumion and SketchUp.
- **Reduced project turnaround time by 25% and cut overhead costs by 10%** by streamlining furniture procurement and documentation workflows.