

AMOGH GHARPURE

Product Designer

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EDUCATION

MASTER OF FINE ARTS IN HUMAN-COMPUTER INTERACTION

School of Visual Arts – New York, US

Aug 2022 - May 2024

MASTER OF DESIGN IN INDUSTRIAL DESIGN

MAEER'S MIT Institute of Design – Pune, India

July 2018 - June 2020

BACHELOR OF TECHNOLOGY IN MECHANICAL ENGINEERING

Veermata Jijabai Technological Institute – Mumbai, India

July 2014 - June 2018

EXPERIENCE

PRODUCT DESIGNER | Bright Mind Enrichment NGO – Boston, US

July 2024 - Present

- Identified and resolved 5 critical UX issues in the user input form, leading to a 10% reduction in user errors.
- Optimized user interactions with a cascading modal window design, saving users up to 15% time on actions.
- Boosted StreetCare web app traffic by 15-20% with 9 UX design initiatives.

PRODUCT DESIGNER | Agemates – Pune, India

June 2023 - Aug 2023

- Spearheaded the foundation of a robust design system on Figma for 3 future verticals with 25+ reusable components, estimated to save 30% of design time.
- Improved website accessibility for aged users by simplifying navigation, reducing clutter, and enhancing readability, sponsored by Rotary International.

PRODUCT DESIGNER | Goldman Sachs – New York, US

Oct 2022 - Dec 2022

- Co-designed a 'Valance' app prototype and MVP in collaboration with 3 designers and 5 design experts.
- Interviewed 13 users and 1 expert, analyzing workflows via 4+ research activities to inform initial app design.

UX RESEARCHER | Watson Adventures – New York, US

Sept 2022 - Dec 2022

- Conducted on-site user research across 3 event sites, including interviews with 20+ participants.
- Proposed 9 solutions via feasibility matrix, yielding 2 successful implementations for a hybrid event.

PRODUCT DESIGNER | Tech Sierra – Mumbai, India

Apr 2021 - July 2022

- Delivered an ESG dashboard (40+ Figma screens) in 6 months, averting 12.5% additional staffing needs.
- Executed 30+ screens for a B2C matchmaking app, reducing usability issues by 50% through iterative testing.
- Streamlined operations by 35% with a minimalistic app template, reducing company developer hiring time.
- Managed diverse projects for 5 clients across industries, collaborating with 2 project managers and leading a team of 2 junior designers and a tech team with 10+ employees.

PROJECTS

BUILDING CRITICAL THINKING IN KIDS IN K-12 LEARNING WITH THE ADVENT OF AI

Product Designer (Design Thesis Project) – New York, US

Sept 2023 - May 2024

- Founded ThinkKee, a platform designed to foster critical thinking in children through interactive AI engagement, empowering parents with informed decision-making about their child's AI interactions.
- Approved by the Human Subject Research Institutional Review Board (HSR-IRB) as a research project.

SKILLS AND AWARDS

Hard Skills: Adobe Suite, Agile Methodology, Design Thinking, Design System, Figma, High-Fidelity Designs, Photoshop, Prototyping, User Experience, User Flows, User Interface, UX Research, Wireframes

Soft Skills: Adaptability, Collaboration, Communication, Customer-Centricity, Empathy, Problem-Solving

Awards: SVA Alumni Scholarship Recipient 2024 for thesis, IxDA Conference Grant 2023 of \$1k scholarship