# Karishma Mehta

Interaction & Interface Designer

## **Experience**

TCS Pace Port at Cornell Tech, New York

UX Designer, March 2022 - Present McDonald's:

- Designed a B2B portal for restaurants to check for farm stock & inventories. This involved understanding the domain, personas & creating an efficient data-driven interface.
- Remotely collaborated with a global team while working as the designer supporting engineers & clients.

Bed Bath & Beyond:

- Designed 80+ screens for the registry feature's end-to-end user journey, from ideation to prototyping, to user testing & final production.
- Streamlined existing components & style guides to build a new design system.
- Worked directly with the EVP & VP while rapid prototyping & iterating for the new dashboard.
- Conducted **A/B testing** to compare different designs.
- Collaborated with cross-functional teams & designers to seek feedback & ensure deliverables align.
- Tailored Bed Bath & Beyond's content to create new screens for Buy Buy Baby (BBB's baby brand) that would target a different audience.

### Dentsu, Mumbai

UX Designer, Oct 2021 - March 2022 Picsniff :

- Utilized the user-created design to determine relevant pain points, define problems & craft solution
- Lead the **card sorting activity** to arrive at a new IA.
- Designed mid/high-fidelity prototypes using Figma.

### Zeux Innovation, Mumbai

UX Designer, May 2021 - Aug 2021 Art of Living:

- Lead the competitive benchmarking process to seek inspiration for the website redesign - understanding the IA, visual design, interaction & content.
- Researched atomic design & libraries, like Material
   Design for curating a new design system.

+1 (718) 344-8561

karishma.mehta1995@gmail.com

https://karishma-mehta.com/

## **Education**

### INFORMATION EXPERIENCE DESIGN, MSc

Pratt Institute, New York ; Awarded May 2021 GPA: 3.9

### STRATEGIC DESIGN & MANAGEMENT, BBA

Parsons School of Design, New York; Awarded 2018 GPA: 3.6

### **Skills**

#### **SOFTWARE**

Figma XD Photoshop Illustrator Premiere

### **DESIGN**

User Interface
Visual Communication
Sketching
Storyboarding
User Flows
Wireframes
Mockups
Rapid Prototyping
High Fidelity Prototyping

#### **TESTING**

Heuristic Evaluations A/B Testing Guerilla Testing Moderated Testing Remote Testing

### RESEARCH

Qualitative
Quantitative
User Personas
Journey Maps
Competitive Study
Info Architecture
Card Sorting
Tree Testing
Site Mapping

## Languages

English, A1 French, Hindi

