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Swarna Srimal Mehta

Design | Research | Strategy

I leverage my design expertise to influence product development from idea conception to the market in cross disciplinary teams.

SKILLS

Design Methods:

Ethonographic study Contextual inquiry Usability testing

Persona creation

Physical, digital prototyping Co-creation

User journeys

Iterative concept generation Detailed design delivery in:

- Voice UI & UX
- Service design
- Physical product design
- Mobile, web based UI & UX
- Chat bots

Cross functional Methods:

Cross functional facilitation Business model canvassing User centric market research Design focussed PRD UX system guidelines Agile sprint methods **Project Management**

TOOLS

Primary:

Adobe Creative Suite (Illustrator, Photoshop, Indesign) Sketch

Proto.io Figma

3D Modelling:

AutoCAD Solidworks Rhinoceros Keyshot

Coding:

Ruby on Sinatra Arduino

Project Management:

Microsoft Project

LANGUAGES

English Hindi Bengali

EDUCATION

August 2016 May 2017

CARNEGIE MELLON UNIVERSITY | Pittsburgh, PA

Master of Integrated Innovation in Products and Services

GPA: 3.97 / 4.0 Relavant courses: User Research Methods, Design for IoT, Strategy Development, Business Fundamentals, Project Management, Integrated Product Development

GPA: 3.75 /4.0

June 2010 December 2014

NATIONAL INSTITUTE OF DESIGN | Ahmedabad, India

Bachelor of Design in Product Design

Relavant courses: Design Research, Systems Design, Form Studies, Physical and Cognitive Ergonomics, Design for Environment and Manufacture

EXPERIENCE

November 2019

ATLASSIAN INDIA LLP | Bengaluru, India

Designer - Jira Cloud UX Present

• Delivering project configuration experiences for B2B software Jira on Cloud.

January 2018 October 2019

SAMSUNG R & D INSTITUTE | Bengaluru, India

Senior Designer - Voice and Services UX

- Conceptualized, proposed and designed the Samsung's first voice experience for wearables - launched in June 2019 as Bixby on Galaxy Watch.
- Created extensive UI guides describing principles for voice interactions on wearbles that are referred by product managers, developers and designers.
- Worked in cross functional teams to help refine the persona of Bixby.

June 2017

UPTAKE TECHNOLOGIES | Chicago, USA

August 2017

Design Research and Strategy Intern

- Contributed to agile ideation sessions with prospective partners to identify design problems in client businesses that resulted in signing new contracts.
- Created detailed plans for research and discovery for ongoing projects.
- Defined process of knowledge transfer from research to execution teams.

March 2016 June 2016

COOEY TECHNOLOGIES | Bengaluru, India

Product Designer - User Experience & Interface Design (Consultant)

- Proposed user research driven customer retention strategy which led to new information architecture and interface for chronic ailment management.
- Cooey's first IOS application based on this approach saw 42% retention.

November 2014 March 2016

DUCERE TECHNOLOGIES | Hyderabad, India

Product Designer

- Designed haptic patterns in smart footwear developed to aid visually impaired users for navigation, currently being marketed under the brand name 'Lechal'.
- Conceptualized, designed and tested mobile application that allows visually impaired users to interact through volume buttons on the smart phone.

ACADEMIC PROJECTS

January 2017

CONNECTED BY THE HIPPO | Pittsburgh, PA, USA

May 2017

Internet of Things Project for Connected Intimacy

• Designed, developed and tested interactive toys for new parents and children to remotely play with each other.

July 2013 December 2013

PRE-SCHOOLERS' PROJECT | Ahmedabad, India

Systems Design for Government Pre-schools

- Six month child development research project that culminated in a system designed to aid holistic child development with parents, teachers and schools.
- Sample solutions for constrained resource environments were pilot tested in 70 government pre-schools and then implemented across the state.