

Ravi Jangir

Product Designer

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WORK EXPERIENCE

Postman, Product Designer

Mar '22 - Jul '23

Shipped 10+ product solutions using user-centered methods in an agile environment. Some notable projects:

- Led the design of assistive API authorization experience for consumers to send successful requests seamlessly. Designed contextual nudges for key use cases & validated by conducting user testing. Reduced failed requests by 21.2%.
- Strategized the research, design & execution of building a user feedback system for API producers to help them understand user engagement & build quality APIs. Designed monthly summary emails & interactive dashboards for the same.
- Formulated the visual design guidelines for verified teams. Designed contextual nudges to improve the discovery of authentic content on the public network.
- Revamped the public API network by collaborating with PMs & Analysts to show more engaging & dynamic content using ML models, views increased by 42%.

Marsh McLennan, UX Design Intern

May '21 - Aug '21

- Designed a responsive e-learning website to help employees in learning new communication platform adopted by the company.
- Formulated research templates, guidelines & metrics to measure the website effectiveness, identify usability issues and make data-driven design decisions.

Incluzon, UI/UX Design Intern

Nov '20 - Dec '20

- Designed the app to help financial aid college students to prepare for jobs.
- Devised 3+ features to map user needs using market research & user scenarios

SELECTED PROJECTS

AI Biased Predictive Text

Mar '21 - Jul '22

- Conducted 20+ remote trials & protocol analysis to understand the influence of next-phrase suggestion systems on the writing process of writers.
- Performed grounded-theory analysis to draw insights & understand interactions.

Home Accounting App

May '22 - Jun '22

- Developed a user-friendly expense tracking app to empower individuals in managing their finances & making informed financial decisions.
- Crafted innovative experiences to streamline the tracking & analysis of online, offline, and recurring payments.

Gamification in Jellow App

Aug '22 - Nov '22

- Designed an interactive game to aid kids with learning disabilities in memorizing & learning new sentences through semantic encoding techniques.
- Created an engaging storyline, visually appealing design & immersive UX of the game, fostering connections between kid's surrounding environment & the learning content to enhance their overall learning outcomes.

MyMandi App

Feb '22 - May '22

- Conceptualized a holistic, system-level addressal of the key issues unique to Indian vegetable market during the period of Covid-19.
- Redesigned existing methods of placing & delivering fresh orders effectively.

EDUCATION

Indiana University Bloomington

Bloomington, US 23' - Present
MS in Human Computer Interaction

Indian Institute of Technology Bombay

Mumbai, India 2018 - 22'
B.Tech in Chemical Engineering I 7.84/10
Minor in Design I 8.80/10.00

SKILLS

User Research

Contextual Inquiry, Qualitative Analysis, Statistical Analysis, Usability Testing

Design

Interaction Design, Visual Design, Rapid Prototyping, Brand & Identity, Sketching

Tools and Code

Figma, Adobe Suite, Qualtrics, Tableau, MySQL, HTML/CSS, C++, JavaScript

LEADERSHIP

Indiana University, TA

Mentoring & aiding 80+ graduate and undergraduate students in 'Methods of HCC' & 'Visual Design' courses

Techfest, Creatives Manager

Led a team of 50+ IITians for envisioning & executing the design strategy for Asia's largest Sci-fi College Festival - Techfest

AWARDS

Received Best Paper Honorable Mention in ACM IUI 2023

Top 10 finalists in CII Young Designer Awards in service design category.

PUBLICATION

ACM IUI 2023

Interacting with Next-Phrase Suggestions: How Suggestion Systems Aid and Influence Cognitive Processes of Writing