Shivangi Pande

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Summary

Experience

~4 years working in user experience design, creator of award-winning solutions in interaction design, presenter of multiple talks on innovation, writer of 2 research publications and organiser of numerous immersive user-centred design events.

Skills

Nimble designer great at design thinking/ brainstorming, user experience research (quantitative and qualitative research), creative ideation, problem-solving and usability testing. Trained in Adobe Suite and multiple wireframing and prototyping software.

Highlights

Awarded UMO top 10 finalists for best design in enterprise category in 2020, awarded best design paper in ICIPDIMS NIT Rourkela 2019, presented talk with Interaction Design Foundation in 2019, was invited to present a research paper at LeNS international conference in 2019, organised the first Dribbble design meetup in Jabalpur, gave a talk at i-Speak 2018 and was awarded top 5 finalists for best design student at UXINDIA in 2018.

Experience

Product Designer @ Take Lessons

Microsoft

Oct 2022 - Present (2 months +)

Responsibilities

- Create experiences for the teacher profile (End to end flow fromOnboarding, KYC and Settings to SMS notifications) and help develop Take Lessons for the Indian context across iOS, Android and Web.
- I connected and led the discussions on "non-apparent disabilities and career growth" within the Disability sub-organisation to build a more inclusive work environment. Executive sponsors and community members attended these open discussions to enhance and execute suggestions.

Product Designer @ Flip

Microsoft

Mar 2022 - Oct 2022 (8 months)

Responsibilities

- Created experiences for Flip communications (in-app feed, mail, settings, unread markers, and push) across iOS, Android, Tablet and Web.
- As part of the D&I core priority, I volunteer as a Community Mentor for the Neurodiversity Hiring Program. All new hires through the program have a Community Mentor to assist with onboarding, becoming familiar with Microsoft culture & serving as a safe place for the employee to talk about any challenges they may be having. This program helps Microsoft deliver on our mission to empower everyone because when we have people with disabilities in our company's core, we create products that work for everyone.

Impact
- In 6 months, the notifications sent outgrew from 500K to 10 million. - Daily sessions per user on the apps have been at an all-time high and spiked to 3.12 sessions/user (iOS) [avg 2.7] and 1.88 daily sessions/user (Android) [avg 1.65].
- Notifications as a feature are now self-managed.

Associate Sr. UX Designer
Lollypop Design Studio
Nov 2020 - Mar 2022 (1 year 5 months)
Responsibilities
- Managed two teams of roughly 12-16 designers.
- Worked on client-facing UX projects brought to the studio in fields of Edu-Tech, Finance, Investment Banking, Real Estate, Biotechnology, Religion etc.
- Worked alongside Research, UI and development teams to push projects for companies like GIIS, Eduvanz, Mission Bio, SBI Capital, FIPCH, Blox, Maruti, Docquity etc.
- Beyond UX, directly worked with the Business Development team at pitching design projects to large institutions like SBI Capital Markets, FIPCH, Maruti Suzuki.
- Maintained internal systems like PopShare and the Culture Crafters to enhance lollypop's work and learning culture.

Impact
- Brought in the first project by SBI, the most significant investment bank of India, to Lollypop
- Co-developed the design team's internal Playbook
- Co-organised and hosted 100+ internal talks as the learning culture called PopShare
- Introduced new manifesto called CandY (Colleagues and You) for vibrant culture in the company.

Human Book
Human Library Organization
Sep 2020 - Mar 2021 (7 months)
Advocated for Congenital Anosmia.

UX Designer
MAQ Software
May 2019 - Nov 2020 (1 year 7 months)
Responsibilities
- Developed, audited and reviewed UI to ensure a great UX in all reports developed for client companies. Client companies included the likes of Microsoft, Starbucks, Pepsico etc.
- Managed portfolio guidelines for Microsoft Sales Insights and worked on UX improvement on multiple company artefacts, presentations and interfaces.

Impact
- Conducted numerous boot camps to help more than 60 new trainees better understand the company's design guidelines.
- Introduced better UX guidelines throughout the company in artefacts, presentations, PowerBI reports and other interfaces.

UX Designer

UserIQ

May 2018 - Oct 2018 (6 months)

Responsibilities

- Developing and modifying product interfaces to create a better user experience.
- Communicating and collaborating with the development team to ensure a correct translation of designs into production.
- Designed 200+ screens that were further pushed to production and are still live.

Education

Indian Institute of Information Technology, Design and Manufacturing, Jabalpur

Bachelor of Design, Design and Visual Communications, General

2015 - 2019

All India Rank: 17

Licenses & Certifications

Human-Computer Interaction & Information Visualisation with top 10% distinction - The Interaction Design Foundation

60708

Empathy in UX Design - LinkedIn

Certified Usability Analyst - Human Factors International

6046

Enterprise design thinking co-creator - IBM

Skills

Interaction Design • User Experience (UX) • Product Design • Secondary Research • Mobile Design • Web Design • Design Thinking • Adobe Illustrator • After Effects • Adobe XD

Honors & Awards

Finalist UXINDIA 2018 Best Design Student. - UXIndia

Oct 2018

Best Research Paper - National Institute of Technology Rourkela

May 2019

Finalist Best Design Project in Enterprise Category - UMO.DESIGN

Jun 2020