

# SRITHIKA SHEETAL SUVARNA

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## SUMMARY

Product Designer & Researcher with 3+ years of experience in SaaS and enterprise platforms. Skilled in Figma, design systems, and user research, with a proven track record of simplifying complex workflows and delivering accessible, scalable design solutions. Experienced in creating wireframes, prototypes, and user flows, and making strategic UX decisions that improve usability and adoption. Adept at translating research into actionable design strategies, clearly communicating design processes across teams, and iterating quickly with a user-centered approach. Passionate about building intuitive, inclusive experiences that scale across diverse user groups and platforms

## EXPERIENCE

**HANDS in Autism®**, Remote, USA

Aug 2024 - Present

### **Product Designer & Researcher**

- Sole UX designer leading digital transformation of autism education platforms, applied WCAG 2.2 AA standards and user-centered design principles to redesign 100+ instructional materials, reducing average reading level from Grade 12 to Grade 8 and improving training completion rates from ~60% to ~85%. Used design thinking and visual design techniques on content hierarchy and layouts to achieve these results.
- Ran bi-weekly usability testing and survey design with educators, integrating feedback into rapid iterations that shortened update release cycles from 3 weeks to 1 week and logged findings as Jira tickets so fixes were tracked and implemented without rework. Collaborated cross-functionally with developers and subject matter experts to ensure alignment.
- Used Cursor to auto-generate code-ready prototypes and Lovable to build functional training module demos, enabling developers and stakeholders to align on interactions before build. Applied interactive design, which cut QA revision cycles from 3–4 rounds to 1–2.
- Converted dense autism research into 20+ visual learning tools (infographics, diagrams, interactive PDFs) that broke down multi-step teaching methods into clear, scannable formats. Leveraged visual communication and graphic design principles to reduce review time by ~10 minutes per module and enabled 9 out of 10 participants to accurately apply the methods in practice exercises.

**ATOMWORKS LLC – MILLWORK DRAFTING SERVICES**, Hyderabad, USA

Jan 2021 - Nov 2022

### **Founding UX/UI Designer**

- Designed and launched the first digital Drawing Review System, replacing PDF-based markups and reducing review cycles from 3–4 days to under 1 day, saving B2B clients an average of 15+ hours per project. Applied UI design and design thinking to streamline the interface and ensure adoption.
- Integrated workflows with construction drawings and site specifications, collaborating cross-functionally with engineers and drafters to resolve 90% of discrepancies before on-site execution.
- Built interaction features (annotation tools, version highlights, tooltips) and responsive design patterns that cut clarification emails by 40% and enabled project managers to track revisions with fewer errors in high-stakes reviews.

**F CUBE STUDIOS**, Hyderabad, India

Jan 2020 - Dec 2020

### **Website Designer**

- Redesigned portfolio and product websites with UI, responsive design, and design thinking, improving mobile + desktop experiences, halving clicks, cutting resource-find time (5:12→2:04), tripling session time (0:55→3:10), doubling inquiries, and adding ~320 engaged visits in the first month.
- Reorganized homepage and project layouts with storytelling, interactive design, and visual communication, boosting engagement by 30%, reducing bounce rates by 25%, and strengthening client understanding during pitches.
- Built a Figma design system/UI library (40+ components) and tested lead-gen templates, saving 6–8 hrs per feature, cutting meeting time (2:20→1:35), and generating 45 more qualified submissions through usability testing and surveys.

## EDUCATION

**INDIANA UNIVERSITY INDIANAPOLIS**, Indianapolis, IN

Dec 2024

*Master of Science in Human-Computer Interaction G.P.A: 3.9*

**JAWAHARLAL NEHRU ARCHITECTURE AND FINE ARTS UNIVERSITY**, Hyderabad, India.

Aug 2022

*Bachelor of Architecture*

## TOOLS & SKILLS

- **Tools:** Figma, Sketch, Adobe XD, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premiere Pro, Basecamp, Jira, InVision, Wix, Framer, WordPress, Rive, WCMS, HTML, CSS, Miro, Adobe Creative Suite, JavaScript(Basic), Git/GitHub,
- **Design skills:** Interaction Design for iOS, Android & Web, UI Design, Visual Design, Design Thinking, User-Centered Design, Design Systems, Information Architecture, User Research, WCAG 2.2 AA Guidelines, Wireframing, Rapid Prototyping, Design Documentation, Data Analysis, Cognitive Psychology, Responsive and Interactive Design, Visual Communication, Site Mapping, Card Sorting
- **Research skills:** Competitive Analysis, Usability testing, User interviews, Contextual Inquiry, Ethnographic research, Personas, User Journeys, Affinity mapping, Heuristic evaluation, Task flows development, Data visualization, Content strategizing, Empathy Mapping, Survey Design, Behavioral Research, Case Studies, Quantitative & Qualitative Research, Cross-functional Collaboration & Stakeholder Alignment, Product Management awareness, A/B Testing