

# Tanvi Janani

User Experience Designer

I seek to create meaningful & engaging experiences from concept to implementation, while also constantly looking for ways to learn and grow as a designer. I aim to make a difference by utilizing my knowledge and passion for design.

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## LEARNING EXPERIENCE

### UI/UX Designer

Case study: Design Room | Udacity

April 2020 - June 2020

- Designed end-to-end application, identified real-world problems, gained constructive feedback, researched & brainstormed solutions & developed detailed wireframes and prototypes.
- Validated assumptions through qualitative, quantitative research methods with 12 users.
- Defined opportunities & goals of the project and created User Flows, User Stories, Story boards, Information Architecture.
- Developed prototypes using Figma, Usability Testing, Customer Journey.

### UI/UX Designer

Case study: Google Fit | Interaction Design Foundation

Aug 2020 - Nov 2020

- Understood key reasons for lack of engagement of Google Fit users.
- Conducted contextual research & user interviews to analyse the emotions, reactions & feelings of the Google Fit users.
- Established a user-centred research plan and conducted a brainstorming workshop with a peer group.
- Translated, defined & ideated solutions into interactive prototype to conduct usability studies on MVP.
- Redesigned the UI, user flows of the app & included additional features backed by research.

## PROFESSIONAL EXPERIENCE

### Interior Designer III

Pierre Yves Rochon

March 2020 - April 2020

- Headed the team in designing 500+ furniture pieces, fixtures & lighting products for a 7-star hotel.
- Fulfilled 100% of the project goals and deadlines by collaborating with cross-functional team & implemented project design scope by space planning, creating detailed furniture drawings & concept development.
- Guided & mentored design interns to successfully onboard them on the company's work ethics & design methodology.

### Research Skills

UX Research  
Usability Testing  
Surveys  
Qualitative Studies  
Quantitative Studies  
A/B Testing  
Card Sorting  
Tree Testing  
Competitive Analysis  
Heuristic Evaluations  
Design Thinking

### Design Skills

Storyboarding  
Journey Mapping  
User Personas  
User Flows  
User Story Mapping  
Information Architecture  
Affinitization  
Prototyping  
Wireframing

### Tools & Technologies

Figma  
Sketch  
Zeplin  
Axure  
Miro  
Adobe XD  
Adobe Photoshop

### Other Skills

Basic HTML  
Basic CSS

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## PROFESSIONAL EXPERIENCE ( CONTINUED )

### Interior Designer II

Pierre Yves Rochon

July 2019 - March 2020

### Design Intern

Pierre Yves Rochon

January 2019 - July 2019

- Collaborated with architects, principle designers, technical team & execution team to successfully deliver design projects from concept to hand-over.
- Researched & recommended innovative design solutions that improved the quality of the project.
- Researched & studied user interaction with furniture products in a hospitality environment.

### Senior Interior Designer

Wisart Design Studio

Sept 2016 - March 2017

- Designed & executed a 32,500 sq. ft. commercial interior project.
- Decreased spending by 20% by establishing a strong relationship with clients, architects, vendors, suppliers.
- Conducted interviews with students for a school project to design an engaging & environment-friendly learning experience.

### Experience Designer

Matrika Design Collaborative

June 2015 - July 2016

- Mapped visitor/user journeys that helped in designing a spacious & functional layout for the museum.
- Designed & engineered over 15 display cases that required design solutions with a technical perspective.
- Conducted research to understand material usability and durability through mock-ups and prototypes.

### Junior Designer

K L Talreja Associates

June 2015 - July 2016

- Maintained continuous coordination with clients & communicated the goals of the project to the design & architectural team.
- Assisted the team in documenting the project expenses and managing the budget of every project.

## Education

### User Experience Nanodegree

June 2021

Udacity, Chicago, IL

### UX Research

Nov 2021

### Design Thinking

Oct 2021

### Mobile UX

Sept 2021

### UX: The Beginner's Guide

Aug 2021

### Conducting Usability Testing

July 2021

Interaction Design Foundation

### Master of Arts in Furniture Design

Nov 2018

Savannah College of Art & Design

### Bachelor of Arts in Psychology

May 2015

The University of Mumbai

### Diploma in Interior Design

May 2013

L S Raheja School of Architecture

## Achievements

LEED GA- USGBC

Wahrman Design Scholarship

SCAD Achievement Scholarship