

Manvita Boyini Product Designer

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Education

Master of Science in Human Computer Interaction,
Indiana University - Bloomington

Aug 2022 – May 2024
Bloomington, United States

Skills

Design: UX Design, UI Design, Interaction Design, Visual Design, Graphic Design, Conceptualization, Storyboards, Journey Maps, User Flows, Personas, Affinity Mapping, Prototypes, Wireframes

Research: User Interviews, Contextual Enquiry, Direct Observation, Qualitative and Quantitative Data Analysis, Competitive Analysis, Usability Testing, Double Diamond Process, Vision Boards, Opportunity Mapping

Design Tools: Figma, Adobe XD, Rive, Unity, Godot, Miro, Blender, Adobe Suite, Autodesk AutoCAD, Google SketchUp

Programming Languages: Javascript, C#, HTML, CSS

Professional Experience

UI/UX Designer, Cloudangles

May 2025 – Sep 2025 | Remote

- Led end-to-end product design for B2C AI content generation platforms and B2B SaaS applications, developing user flows, user journey maps, and information architecture to optimize user experience and navigation.
- Enhanced UX efficiency and streamlined workflows, achieving 40% reduction in clicks through high-fidelity wireframes, interactive prototypes, and mockups using Figma for rapid prototyping and design iteration.
- Developed design systems and UI component libraries to deliver responsive interfaces across web applications, mobile apps (iOS, Android), and tablet platforms.
- Collaborated with cross-functional teams including product managers, engineers, developers, and stakeholders using Agile, Scrum, and sprint planning to deliver user-centered design solutions.

User Experience Designer, Hoosier Community Network

Jul 2024 – Feb 2025 | United States

- Conducted user research including user interviews, usability testing, and user feedback sessions, synthesized qualitative and quantitative data, and created wireframes and interactive prototypes using Miro and Figma for community-facing websites aligned with stakeholder requirements and business goals.
- Collaborated with cross-functional teams including developers, project managers, and stakeholders using iterative design process to ensure UX/UI design aligned with organizational objectives and user needs.

User Experience Designer, SalesForce (Sponsored by IU)

Jan 2024 – May 2024 | United States

- Conducted user research including user interviews, user workshops, Black Mirror brainstorming, and Wizard of Oz testing using Miro and Figma to reduce AI misinterpretations, improve user control, and enhance data privacy in Slack AI and conversational AI interfaces.
- Designed user flows, wireframes, mockups, and interactive prototypes in Figma to increase transparency, build user trust, and address user concerns for educational users and enterprise users regarding AI accuracy and machine learning outputs.

UI/UX Designer, Indiana University Bloomington

Jan 2023 – May 2024 | United States

- Mentored 100+ students in user-centered design, UX methodologies, and design thinking by leading design critiques, project reviews, and feedback sessions, fostering creative problem-solving in user experience design and interaction design.
- Facilitated hands-on training in UX tools including user flows, wireframing, prototyping, and user research, enabling students to gain practical proficiency in UX best practices, UI design, and visual design.
- Guided 80+ students in developing research methodologies to evaluate accessibility, inclusive design, and usability in digital products, ensuring application of design principles to real-world scenarios and product development.

Junior Designer, Quite A Living Design Studio

Apr 2021 – Jun 2022 | India

- Produced detailed wireframes, mockups, and interactive prototypes to support stakeholder communication and ensure functional alignment with usability goals and user needs.
- Assisted in project planning and design specifications, balancing design intent with technical constraints and stakeholder requirements through collaborative design process.