

# 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**.