

Advait Gadre

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SUMMARY

Highly motivated designer with a passion-driven work ethic. Excels in collaborative environments and can independently lead projects when needed. Strong leadership skills, organized, and eager to learn and expand knowledge. Skilled storyteller, adept at transforming user pain points into engaging success stories.

EDUCATION

Master of Science

Human Computer Interaction, UC Santa Cruz, Santa Clara, CA Expected in December 2024

Bachelor of Science

Psychological & Brain Sciences, UC Santa Barbara, Goleta, CA June 2021

EXPERIENCE

AI Product Designer | Intern Squad Lead, Radical AI, May 2024 - PRESENT

- Led intern design team to strategize four to six week projects to meet goals set by Product Design Manager
- Spearheaded a team-wide user interview initiative, increasing external participant engagement by 25%.
- Hand-off design was rated "Very Effective" by 93.75% of users in A/B Test survey.
- Usability test participants completed System Usability Scale that concluded an "Excellent" ranking of our design before hand-off
- Led design hand-off meeting to developers, receiving 5 times more engagement compared to typical hand-off presentations.

UX Designer | UX Researcher | Project Manager, Augment Therapy, April 2024 - PRESENT

- Capstone project for graduate program with sponsors from Augment Therapy
- Conducted exhaustive competitive analysis, literature review, and user testing with guidance from professors and UX research industry professionals
- Currently designing high-fidelity prototypes for upcoming deployment by the company.
- Managed project by creating tasks and deadlines for the team through Asana.

SKILLS: Figma / Adobe • Miro / FigJam • HTML / CSS front-end • User Research • Wireframing / Prototyping • Storytelling