

CONTACT

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U.S. Citizen

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SKILLS

- Systems Thinking & Design Systems
- 0-to-1 Product Design
- AI-Assisted Prototyping & Vibe Coding (Claude)
- Figma
- Interaction Design
- Human-Centered Design
- User Research (Qual & Quant)
- Usability Testing
- Accessibility (WCAG)
- Cross-functional Collaboration
- Wireframing & Prototyping
- Agile Methodologies
- Journey Mapping
- Data-Driven Design
- Heuristic Evaluation
- Storytelling
- HTML/CSS
- Asana • Jira • FigJam

EDUCATION

M.S. Human-Computer Interaction

UC Santa Cruz, Sep 2023 - Dec 2024

B.S. Psychological & Brain Sciences

UC Santa Barbara, Sep 2019 - Jun 2021

Advait Gadre

Product Designer

SUMMARY

Systems-thinking product designer with 3 years of experience and a Master's in Human-Computer Interaction, specializing in 0-to-1 ownership and designing for scale in regulated, high-stakes environments. As the sole designer at a B2B health-tech-adjacent SaaS company, built and scaled a design system from the ground up and led AI-powered feature development end-to-end — from ambiguous problem to production. Skilled in translating complex regulatory and technical constraints into intuitive, scalable interfaces, and in using AI-assisted prototyping (Claude) to accelerate the path from concept to shipped product. Strong cross-functional collaborator with engineers, SMEs, and leadership.

WORK EXPERIENCE

Product Designer

Lexim AI | May 2025 - Present

- Own end-to-end product design as the company's sole designer, holding full-stack responsibility from problem framing through shipped UI.
- Architected and scaled the company's first design system, establishing reusable components, patterns, and documentation that brought consistency across 20+ redesigned features and cut design-to-dev handoff time by 5x.
- Operate in 1-week Agile sprints, shipping weekly across a B2B SaaS product used in a regulated, compliance-driven health-tech-adjacent domain.
- Partner with 6+ cross-functional stakeholders (VCs, SMEs, engineers) to align on product direction, resolving ambiguity into structured, scalable design decisions.
- Embed WCAG-compliant accessibility as a systemic standard within the design system itself, rather than a feature-by-feature afterthought, ensuring every new component ships accessible by default.

UX Designer, Project Manager

Augment Therapy | April 2024 - Jan 2025

- Conducted usability testing with 52 users to identify friction in exercise flows and improve accessibility across mobility and cognitive needs.
- Increased exercise participation and user satisfaction by 23% through redesigns that streamlined goal setting, activity tracking, and feedback loops.
- Designed a reward store experience rated 92.7 on UMUX-Lite, with 94% of users reporting ease of use.
- Created a roadmap for a 3-designer team, aligning features with user-health goals and engagement KPIs for a cohesive wellness experience.

AI Product Designer, Intern Squad Lead

Radical AI | May 2024 - Nov 2024

- Led design team in 6-week sprints for AI product development initiatives.
- Spearheaded a cross-team user research initiative, increasing external participant engagement by 25%.
- Designed and iterated user-facing AI-powered workflows, rated “Very Effective” by 93.75% of users.
- Design solutions evaluated as “Excellent” on the System Usability Scale (SUS).
- Led design hand-off meeting to developers, achieving 5 times higher engagement compared to typical hand-off presentations.