

Shruthi Kasheeram Pawar

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EDUCATION

Indiana University Indianapolis

Aug 2023 – May 2025

Master of Science in Human-Computer Interaction (GPA: 3.97)

JSS Academy Of Technical Education, Bengaluru, India

Jul 2019 – Jun 2023

Bachelor of Engineering in Computer Science (GPA: 3.4)

SKILLS

Design: UI/UX Design, Product Design, Interaction Design, Design Systems, Responsive Design, Accessible Design (WCAG), Typography, Auto-layout, Information Architecture, Mobile & Web Design

Research: User Interviews, Surveys, Competitive Analysis, A/B Testing, Heuristic Evaluation, User Flows, Personas, Journey Mapping, Storyboarding, Affinity Mapping, Quantitative & Qualitative Analysis

Product Skills: Rapid Prototyping, Design Handoff, Developer Collaboration, MVP Scoping, Feature Prioritization, Design Documentation, Accessibility Testing, Product Strategy Alignment

Tools: Figma, FigJam, Adobe XD, Illustrator, Photoshop, After Effects, Sketch, Miro, Notion, Microsoft Suite, Autodesk Maya

Programming Basics: HTML, CSS, JavaScript (basic)

Soft Skills: Strategic Thinking, Storytelling, Collaboration, Problem-Solving, Human-Centered Design, Communication, Empathy

EXPERIENCE

UX Design Intern | Colonial Stock Transfer

June 2025 – Present

- Designing a new company website aimed at improving usability and **WCAG 2.1 accessibility compliance**, targeting a better experience for over **100+ shareholders** and corporate clients.
- Leading the end-to-end UX design process, including user flows, wireframes, and high-fidelity prototypes using **Figma**, contributing to a projected **25% reduction in user support queries**.
- Planning and conducting usability heuristic evaluations of the legacy website to inform layout, content structure, and interaction improvements, with actionable insights expected to increase task efficiency by **30%**.

Product Designer | Johnson Controls (Capstone Project)

Sep 2024 – May 2025

- Conducted 14+ **User Interviews**, 12+ **Competitive Analyses**, and 10+ literature reviews to identify key access pain points, enabling a mobile redesign that improved security workflows by 40%.
- Designed a gesture-based mobile access interface in **Figma** and developed a working prototype in **Cursor AI** to test real-time gesture interactions, enhancing interface responsiveness and intuitiveness.
- Integrated mobile-based pre-registration and **Real-time Tracking** into the app's visitor system, enhancing access visibility and achieving an 82% increase in user adoption across test environments.

UX Designer & Researcher | COMET Lab, Indiana University

Jan 2024 – May 2025

- Conducted foundational research on **Human-Centered AI** by reviewing 10+ academic papers and assisting in 5+ expert interviews to investigate challenges in human-AI interaction and cognitive workload.
- Organized a seminar with 10+ participants, executing live **surveys** using task load analysis (**NASA-TLX**) and **UX evaluation techniques**, resulting in 78% positive user perception toward key human-centered design principles.
- Reimagined the Irvington Historical Society's public-facing website using structured **Wireframes**, **Accessible Design** principles, and user-centric content flows, boosting task completion efficiency by 46%.

Research Assistant | IES Lab, Indiana University

Aug 2023 – May 2025

- Researched cognitive support tools for ADHD in AR/VR by reviewing 100+ papers and conducting 10+ expert **User Interviews** to identify accessibility challenges and behavioral design needs.
- Conducted thematic analysis on 50+ qualitative responses using **Atlas.ti**, extracting 15 key insights to inform **Human-Centered Design** for adaptive and immersive VR experiences.
- Co-authored a study on inclusive AR/VR practices, enhancing **Accessibility Testing** standards and producing structured **Information Architecture** and **User Journeys** for attention-focused modules.

User Experience Designer | PeaceMusic, India

Mar 2023 – May 2023

- Designed and optimized the UI for a fantasy sports app using modular **Wireframes**, responsive **Design Systems**, and scalable **Component Libraries**, reducing navigation time by 25%.
- Conducted 15+ **Usability Testing** sessions with **Think-Aloud Protocols**, incorporating 20+ design improvements from user feedback to boost early retention by over 30%.
- Delivered cohesive **Visual Design** across two platforms with consistent **Typography** and layout grids, and ensured smooth **Design Handoff** in **Figma** by aligning closely with developers on implementation.

CERTIFICATIONS

Google - UX Professional Certification (Coursera), Getting Started in User Experience (LinkedIn), Project Management Foundations (LinkedIn), Consulting Foundations: Client Management and Relationships (LinkedIn)