

Mayank Saxena

With 7 years of experience as a Product Designer, I aim to collaborate with diverse teams and deliver user-centered products.

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PROFESSIONAL EXPERIENCE

UX Design Intern (Ansys)

August 2022 – April 2023

- Built the Ansys **design library** components on Figma for designing consistent screens of Ansys products.
- Developed **survey** and **interview** tools to identify issues faced by Ansys users with color blindness.
- Performed **Heuristic evaluation** of 2 Ansys software components and recommended design changes.
- Designed and deployed **icons** used in Ansys software.

VR Product Designer (Hope-Training Academy)

November 2021 – May 2022

- Designed a computer assembly training **VR** app in **Unity** aimed at helping underserved communities learn new skills.
- Conducted **usability tests** on assembling computer parts using 3 modes with 3 different groups of participants.
- The research showed that learning on VR adds great value, but is not a substitute for hands-on experience.

Product Designer (Endress+Hauser)

January 2022 – March 2022

- Assisted E+H in launching Netilion, a cloud-based IIoT ecosystem for MPW, a water skid manufacturer.
- Conducted **3 interviews** and **1 contextual inquiry** to learn about users' pain with water skid monitoring.
- **Designed screens** for remote monitoring, communication channel, alerts, and report generation.
- The solution provided proactive troubleshooting for water skids, offering savings and operational support to MPW.

Senior Creative Associate (BYJU's|Disney|Whitehat Jr.)

May 2017 – August 2021

- Assumed various roles over the course of 4 years to build **digital educational products** for K3.
- Oversaw the capstone project for grades 1 and 2 in the Create With Math (CWM) product and launched **125 games**.
- Partnered with **Disney** and launched 2 products of **Interactive games** for the Disney BYJU's Early Learn Product.
- Built K3 content as a game designer using **Adobe XD** and **Unity** where I also learned to **collaborate** with different teams.
- Worked on K3 videos as an **animator**, **content writer**, **storyboarder**, and **assistant director**.

SKILLS

Product Design

- User Experience Design
- User Research
- Competitive Analysis
- Interviews
- Data Visualization
- Wireframing
- Concept Creation
- User Flows
- Storyboarding
- Prototyping
- Usability Testing

Design Tools

- Unity 3D
- Blender
- Figma
- Visual Studio
- Adobe Creative Suite

Development

- C#
- HTML
- CSS
- Javascript
- Python
- Java
- C++

EDUCATION

M.S. in Human-Computer Interaction

Indiana University Purdue University (IUPUI)
GPA: 4.00 2021–2023

B.E. in Computer Science

Manipal Institute of Technology (MIT)
GPA: 7.62 2013–2017

DESIGN CHALLENGES

Won 2nd place in 3 design challenges conducted at IUPUI.