

# MAHEE SREE ASRITHA VANAM

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## SUMMARY

UX & Product Designer with **3+ years of experience** spanning healthcare, civic design, and AI products. Built on a **CS engineering foundation** that lets me think in systems and ship alongside developers. Designed a **clinical trial platform for Mayo Clinic**, led **community research with 300+ participants** for the City of Tempe's 2050 plan, improved **chatbot usability by 75%** at Mdev Software Innovation, and **built and deployed** an AI-powered task manager. Skilled in **user research, Figma, prototyping, and WCAG accessibility**.

## PROFESSIONAL EXPERIENCE

**UX Researcher** Nov 2024 – May 2026  
**Arizona State University** Tempe, AZ

- Conducted **mixed-method research** with 100+ participants across interviews and usability testing using **qualitative** and survey methodologies. Synthesized research insights into user needs, pain points, and design opportunities prioritizing **user-centered solutions** and product impact.
- Defined **interaction models** and created **low and high-fidelity solutions** using Figma and FigJam. Demonstrated design value through **user personas, journey maps, design specifications** and stakeholder presentations.

**Product Designer** Aug 2025 – Dec 2025  
**Mayo Clinic** Tempe, AZ

- Designed and delivered a **patient-facing clinical-trial dashboard** using Figma and created **user flows, high-fidelity prototypes, and interaction specifications**. Aligned design solutions to **physician workflows** and improved eligibility transparency through **user-centered research**.
- Conducted **stakeholder synthesis** with clinical leads (Dr. Umar, Dr. Riaz, Dr. Kumar) using **user interviews** and iterative feedback. Applied **UX research principles** to refine prototypes based on physician and patient mental models.

**UX Researcher** Aug 2025 – Dec 2025  
**Sustainable Projects Cities** Tempe, AZ

- Led **mixed-method research** with 300+ participants across pop-ups and surveys using **ethnographic** and survey methodologies. Synthesized **qualitative insights** into future workforce development scenarios and **spatial UX concepts** prioritizing **accessibility** and community-centered needs.
- Defined **interaction models** and prototyped **low and high-fidelity solutions** using Figma and FigJam. Demonstrated feasibility and measurable stakeholder value through **design specifications** and stakeholder presentations.

**UX Designer** Aug 2024 – Dec 2024  
**Sustainable Projects Cities** Tempe, AZ

- Designed **spatial UX concepts** focused on water awareness, **accessibility**, and community engagement using Figma. Ensured **WCAG compliance** and integrated **accessibility best practices** into **information architecture** and **interaction design**.
- Ensured all design outputs complied with municipal **brand guidelines** and **design system** standards. Conducted **design reviews** and presented prototypes to validate **usability** and visual hierarchy with stakeholders.

**Product Designer** May 2022 – Feb 2024  
**AmazeIP Solutions** India

- Designed **end-to-end UX** for a **SaaS platform** creating **user flows, wireframes, and high-fidelity prototypes** in Figma. Conducted **user research** including **interviews** and **usability testing** to validate design decisions.
- Collaborated with product managers and developers to improve **information architecture** and **workflow efficiency**. Documented **design specifications** and created reusable **design system components**.

## NOTABLE PROJECTS

**Time Weaver AI Chatbot Application**  
*UX Designer, Python, Figma, Design Systems*

- Designed a conversational UX for an AI-powered chatbot by defining **user flows**, interaction patterns, and prototyping intuitive chat experiences. Delivered design system components and interaction specifications.

## SKILLS

**UX Research:** Interviews, Surveys, Usability Testing, Personas, Journey Mapping, User Testing, Ethnographic Research

**Design & Interaction:** Wireframing, User Flows, Interaction Design, Prototyping (Low/High Fidelity), Design Systems, Information Architecture, Accessibility (WCAG)

**Design Tools:** Figma, FigJam, Framer, Adobe XD, Adobe Illustrator, Adobe Photoshop, Prototyping Tools

**Front-End Development:** HTML, CSS, Bootstrap, JavaScript (basic), Responsive Design

**Other Tools:** Adobe Premiere, Video Editing, Content Creation

## LEADERSHIP & CERTIFICATIONS

**Adobe Student Ambassador** (Nov 2024 – Aug 2025) — Promoted Adobe tools through campus workshops, events, and student outreach initiatives.

**Certifications:** Front End Development by Meta, Google UX Design, CISCO Networking (C and Python), Vibe Coding, Figma Motion Design and Animation

## EDUCATION

**Arizona State University, Tempe, AZ** Aug 2024 – May 2026  
*MS in User Experience*

**MLRITM, India** July 2018 – June 2022  
*Bachelor of Technology in Computer Science*