

Krishna Pandya

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Here is my portfolio: <https://www.thinkuxwithkrishna.com/porfolio>

UX RESEARCHER/DESIGNER

Self-motivated UX Designer and Researcher with experience in UX design, usability testing, and information architecture. Set to graduate from the advanced User Experience Design program at St. Lawrence College in December 2024. Seeking an opportunity to apply my skills in a dynamic environment, contributing to the development of intuitive and user-centered interfaces that align with organizational goals.

KEY COMPETENCIES

User Centered Design	Prototyping	Problem Solving
User Research	Usability Testing	UX Tools proficiency
Agile & Lean UX	Accessibility (WCAG Compliance)	Collaboration & Communication

PROFESSIONAL EXPERIENCE

Vosyn.ai

Aug 2024 - Nov 2024

UI/UX Researcher Intern

Served as a UX/UI Researcher Intern at Vosyn.ai, collaborating with the Research & Design, Accessibility, and Strategy departments to enhance the UXDI of technologies. Conducted user research, including the creation of personas and wireframes, to inform decisions aligning with both user experience and business needs. Led accessibility efforts by performing audits and usability testing to ensure compliance with WCAG Standards. Contributed to long-term planning by presenting research findings that supported organizational goals while maintaining a focus on UI and UX design principles.

Client project with City Of Kingston

Aug 2024 - Nov 2024

Housing for Refugees/Newcomers in Kingston

Completed a UX research project in partnership with the City of Kingston that addressed the housing needs for refugees and newcomers. Specific experiences included conducting competitive analysis, defining key insights (previously personas), and creating journey maps tailored to client requirements. Roles included coordinating and conducting interviews/surveys with clients to gather critical information and managing project scheduling using Gantt charts. The project successfully delivered culturally appropriate and usability-centered interventions, positively impacting the integration process for the newest citizens of Kingston.

Client project with City Of Kingston

Aug 2024 -Dec 2024

Jr. Innovation Challenge

Collaborated on conceptualizing and designing the user experience for the City of Kingston Jr. Innovation Challenge, a robotics-themed competition for youth. Designed an inspiring website to encourage participation, conducting competitive scans, user research, and wireframe designs to achieve an optimal user experience. Coordinated client and stakeholder interviews and surveys to gather significant insights. Delivered a digital architectural design that fosters innovation and participation among youth in Kingston.

EDUCATIONAL EXPERIENCE

St. Lawrence Collage Research Report for Microsoft teams	May 2024-June 2024
Worked on a research report for St. Lawrence College where I work described Microsoft Teams for improving the user experience. Hearing directly from the users allowed me to identify the primary issues and gaps and also do a competitor analysis. It was successful in providing an introspective and comprehensive research of a detailed persona and user journey maps that were aligned to contribute a research report with recommendations that meet the user needs and college institutional objectives towards the improvement of the platform provided for the college community.	
St. Lawrence Collage Usability testing on LinkedIn Learning	June 2024-July 2024
Part of a course project for St. Lawrence College, usability testing of LinkedIn Learning. Some of the tasks that fell under my responsibility included developing and conducting test plans, assessing users interaction, and recognizing the usability problems. I produced a well-thought report containing useful suggestions that improved users' interaction and navigation of LinkedIn Learning for learners and staff.	
Personal Project E-Commerce website prototype	April 2024- Aug 2024
Used Figma to design and build a realistic mock online store for a company of my choice. It encompassed making some intricate wireframes, user flows, as well as a bunch of clickable prototypes meant to result in the improvement of the user flow and overall usability. This I entertained by placing much effort on the way the design would respond to different devices. I incrementally adjusted the concept map in the prototype based on usability tests during the usability test iterations and arrived with a clean and polished and UI/UX ready for the development phase.	

MAJOR CONCERNTRATION

UX Design ST. Lawrence Collage	April 2024- Dec 2024
Software Quality assurance & Test Engineering Conestoga Collage	Sep 2022- Aug 2023
Bachelor's of Information & Technology India	June 2017- April 2021

CERTIFICATIONS

- Certified Scrum Master
- Interaction Design - Interface by LinkdIn Learning
- Accessibility For Web Design by LinkdIn Learning
- Adobe XD for Designers
- Agile User Experience & Research
- Figma for UX Design
- Excel: Value Stream Mapping