

KRISHNA PATEL

PRODUCT DESIGNER

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SUMMARY

Product Designer with 4 years of experience leading end-to-end product design across AI-powered, SaaS, web, and mobile products. Improved user engagement by 35% and contributed to an increase in conversion rates from 4% to 32% through UX design and usability testing. Skilled in user research, UI/UX design, and prototyping, translating complex user and business requirements into intuitive, scalable solutions through data-informed design and cross-functional collaboration.

WORK EXPERIENCE

UI/UX DESIGNER | Empowered.Vote

Aug 2025 - Present

Remote, United States

- Led end-to-end design for 4 civic technology features and the website across web and mobile platforms, contributing to a 35% increase in user engagement.
- Built the end-to-end Civic Spaces discussion flow using Claude Code, enabling residents to find and join relevant civic conversations and reducing design-to-development time by 77%.
- Conducted user research, usability testing, and A/B testing to identify friction in key flows, translating findings into interface improvements that increased task success rates by 40%.
- Improved navigation, content discovery, and interactions across 4 live products, using testing findings and stakeholder feedback to prioritize changes.
- Built reusable design components that improved consistency across products and reduced design time by 25%.
- Collaborated with designers, stakeholders, and developers to define requirements, review implementation, and refine products after launch.

UI/UX DESIGNER INTERN | HuTouch

May 2025 - Aug 2025

Remote, United States

- Redesigned HuTouch's first-time user journey, making the platform easier to navigate as the conversion rate increased from 4% to 32% during the redesign period.
- Identified navigation and workflow issues through user interviews and usability testing, then refined key interactions to increase task completion by 30%.
- Redesigned onboarding, setup, and configuration flows for the AI-powered platform, reducing the time required for new users to get started by 50%.
- Designed integration flows for Figma, Slack, Jira, and Postman, simplifying how users connect tools and access the context needed for their work.
- Designed HuTouch's design system, including reusable components and interaction patterns, and clarified requirements with product and engineering teams before implementation, contributing to a reported 40% reduction in development effort.

UI/UX DESIGNER | Apex Education & Overseas Consultant

Aug 2022 - Oct 2023

India

- Designed responsive website experiences that helped prospective students explore study destinations, consulting services, and the admissions process.
- Optimized mobile-first layouts and navigation for service and inquiry pages, increasing mobile engagement by 28%.
- Redesigned inquiry and consultation booking flows, simplifying forms, calls to action, and next-step guidance for prospective students.
- Created user flows, wireframes, mockups, and interactive prototypes, improving design delivery efficiency by 20%.
- Collaborated with education counselors and developers to incorporate student feedback and review completed pages for accessibility and consistency.

JUNIOR UI/UX DESIGNER | Dots & Coms

Jan 2022 - Aug 2022

India

- Assisted in designing user-friendly, responsive interfaces for websites, e-commerce platforms, and mobile applications across 5+ client projects.
- Created user flows, wireframes, interactive prototypes, and high-fidelity UI designs, improving design consistency by 20%.
- Supported usability testing by documenting user feedback, identifying navigation issues, and helping prioritize improvements to key task flows.
- Collaborated with senior designers and developers to iterate on high-quality design solutions based on user feedback.
- Participated in design reviews, applying feedback to improve usability, accessibility, visual hierarchy, and interaction consistency.

PROJECTS

Civic Trivia Championship | Designed an interactive civic-learning experience from concept through implementation, including responsive user flows, game interactions, visual themes, and accessibility considerations. Collaborated with product, engineering, and stakeholders to refine gameplay and navigation, increasing average session duration by 33%.

HelloMitra App | Led end-to-end product design, from user research and feature prioritization to user flows, prototyping, and usability testing, for an app helping Indian international students start 1:1 conversations. Informed the design through 15 interviews and validated it through 15 usability tests, achieving an average 78% task success score.

EDUCATION

M.S., User Experience & Interaction Design | Thomas Jefferson University, USA

2025

B.Tech., Agricultural Information Technology | Anand Agricultural University, India

2022

CORE SKILLS

- Product Design:** End-to-End Product Design, Web and Mobile Design, Responsive Design, Feature Design, Design Handoff.
- UX Research:** User Interviews, Usability Testing, Research Synthesis, Affinity Mapping, Journey Mapping.
- UX Design:** Information Architecture, User Flows, Task Flows, Wireframing, Navigation Design, Interaction Design, Prototyping.
- UI and Visual Design:** High-Fidelity Interfaces, Layout Design, Typography, Accessibility, Visual Hierarchy.
- Design Systems:** Reusable Components, Interface Patterns, Design Consistency.
- Graphic Design:** Digital and Print Design, Social Media Graphics, Marketing Assets, Presentation Design, Brand Consistency.
- Tools:** Figma, Framer, Miro, Adobe Creative Suite, Claude Code, Jira, Slack, and Google Workspace.
- Collaboration:** Stakeholder Reviews, Developer Handoff, Design Critiques, Feedback Implementation, Cross-Functional Collaboration.