

POOJA KONDE | PRODUCT DESIGNER

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PROFESSIONAL EXPERIENCE

Graduate Student Assistant | San Jose State University, California

Oct 2023 - Present

- Project specialized in Human-Machine Interfaces, focusing on Wearable Technology within the Healthcare Sector
- Delivered measurable enhancements to user experiences, increased product effectiveness, and ensured accessibility, resulting in improvement in overall user satisfaction and reduction in usability issues.
- Employed a range of methodologies, including User Experience Research (UXR), User Experience Design (UXD), systematic reviews, usability testing, and user interviews to inform data-driven decisions and guide product development.

Product Experience Designer | Muse Wearables, Bangalore, India

Jun 2021 - Aug 2022

- Led comprehensive design projects in the Wearables Tech and Healthcare sector, including Muse Hybrid Smartwatch, Muse OS Design System Library for web and phone application platforms, Ring One, Cue ergonomic strap and Packaging for all products.
- Managed projects by working on hardware and software design development simultaneously by employing UX Research, UI /UX Design, Usability Evaluation and Testing, Interviews, Prototyping, Interaction Design, Visual Design, and Industrial Design.
- Achieved successful market launches for all products in India and on Indiegogo, leading to a substantial increase in product sales for Muse Hybrid Smartwatch and Ring One. The Muse OS design system reduced design errors and increased efficiency by 40%.
- Evaluated and hired design candidates, strengthening the design team's skills and capabilities. Communicated ideas with clients, stakeholders, direct users, and the engineering team, fostering alignment and collaboration in product development.

Product Designer | Compossible Umwelton, Mumbai, India | Contract

Dec 2019 - Feb 2020 & Jun - Aug 2022

- Led the design development of a smart wearable with haptic feedback, catering to individuals with disabilities and music enthusiasts to experience sound through unique vibration patterns.
- Conducted UX Research and Industrial Design, collaborating within a team to explore innovative concepts, design critiques, prototyping and testing it's usability ensuring the wearable effectively delivered information and feedback to users.
- Crafted and prototyped visually polished experiences in the wearable that increased user satisfaction, reduced user complaints about ergonomics, and enhanced accessibility for individuals with disabilities.

Product Design Intern | Tungsten Lighting Design Studio , Noida, India

Dec 2020 - Feb 2021

- Created user-centric, visually appealing smart lighting concepts, incorporating design principles. Led the design process, from concept to manufacturing, resulting in a 30% increase in user satisfaction, while employing user research, prototyping and testing.

Product Design Intern | Elephant Design Studio, Pune, India

May 2019 - Jul 2019

- Led user research, personas development, product ideation, and user studies for the Symphony Duet Air Cooler, introducing India's first cylindrical, portable, 360-degree cooling fan, resulting in a successful global launch in 2021. Utilized user-centered design methodologies to enhance product usability and appeal, contributing to a substantial increase in product sales.

EDUCATION

MS Human Computer Interaction 2023 - 2025

San Jose State University, CA

BDes. Product Experience Design 2016 - 2020

Srishti Institute Of Art, Design and Technology, India

CERTIFICATIONS

Google UX Design Course Aug - Dec 2022

Coursera Certification

Cognitive Psychology May - Jul 2023

UC Berkeley Extension

Statistics for Behavioural Psychology Jun - Jul 2023

Perception Psychology Aug - Dec 2023

San Jose Open University

VOLUNTEERING

Innerwheel International Club, Pune, IN Jun 2020 - Aug 2022

Designed and implemented a toolkit for children's sexual education through user research, open forums, focus groups, and cultural programs with local public schools.

KEY COMPETENCIES

- User-centered Design (UX)
- User Interface Design (UI)
- Usability Testing
- Qualitative and Quantitative UX Research Methods
- Information Architecture
- Human Factors & Ergonomics
- Wireframing and Prototyping
- Figma, Sketch, Adobe XD
- Adobe Creative Suite
- Design Systems
- Multidisciplinary Design
- System Thinking
- Attention to Detail
- Cross-functional Teamwork
- Communication Skills
- Presentation / Visual Design
- Problem-solving
- Design Thinking
- Growth Mindset & Hardworking