

Palavi Bhole

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EDUCATION

Rochester Institute of Technology, Rochester, NY	GPA: 3.93
Master of Science in Human Computer Interaction	August 2021 - December 2023
University of Mumbai, Mumbai, Maharashtra	
Bachelors in Computer Engineering	August 2016 - October 2020

EXPERIENCE

UX Designer, Crowddoing, Remote	April 2024 - February 2025
<ul style="list-style-type: none">Engineered 30+ high-fidelity screens and 6+ Material Design components in Figma, enhancing usability and accessibility.Performed competitive analysis on 5+ industry-leading applications, identifying key trends that shaped design strategies.Developed data visualization dashboards for time-tracking insights, streamlining user data comprehension.Refined 10+ UI components, improving cross-platform user experience.	
UX Teaching Assistant, Rochester Institute of Technology, Rochester	September 2023 - December 2023
<ul style="list-style-type: none">Delivered in-depth UX project evaluations to 29+ students, elevating project quality by 85%.Assisted in course development, simplifying complex UX principles and interaction design concepts.Led 10+ lab sessions and discussions, improving student engagement and reinforcing UX methodologies.	
Graduate UX Research Assistant, Rochester Institute of Technology, Rochester	August 2022 - May 2023
<ul style="list-style-type: none">Spearheaded 62-user survey studies on assistive tech, informing accessibility-focused UX solutions.Applied open coding, affinity mapping, and thematic analysis, uncovering key usability pain points for 62+ users.Designed Haptic2FA authentication interfaces, achieving 93% accuracy and reducing authentication time leading to MobileHCI publication.	
Summer IT Intern (UX Design), Lazard, New York	June 2022 - August 2022
<ul style="list-style-type: none">Executed heuristic evaluation for the Tech Academy website, driving an 80% traffic increase post-redesign.Conducted 7 stakeholder interviews, formulating personas to optimize the Helpdesk's workflow.Assessed usability testing outcomes, identifying 7 usability issues in the PIB bot and refining automation.Collaborated with cross-functional teams, leveraging Jira, Confluence, and Figma for Agile project execution.	
UX Research Assistant, Rochester Institute of Technology, Rochester	January 2022 - April 2022
<ul style="list-style-type: none">Analyzed 33+ research papers, identifying gaps in HCI, accessibility, and assistive technology.Directed a 70-participant survey and 10 interviews, uncovering critical UX challenges in assistive tech.Proposed 3 innovative design recommendations for assistive technology, leading to a HCII publication.	

SKILLS

User Research & Testing:	Usability Testing, Heuristic Evaluation, Competitive Analysis, A/B Testing, Affinity Mapping
UX Design:	Wireframing, Prototyping, Interaction Design, Information Architecture, User Flows, User Journeys, User Personas, Design Systems, Accessibility (WCAG)
UI Design & Tools:	Figma, Adobe XD, Sketch, InVision, Miro, Qualtrics, Material Design
Technical:	HTML/CSS, Java, SwiftUI, Python, API Integration, Statistical Analysis (Excel, JASP)
Agile & Collaboration:	Scrum, Jira, Confluence, Cross-Functional Team Leadership

PROJECTS

Web Development with React and Angular
<ul style="list-style-type: none">Revamped website performance by migrating to React components, cutting load times by 40%.Elevated user engagement in multi-page web applications by integrating Angular components in VS Code.Optimized API integration with JSON data formats, reducing data retrieval times by 30% and enhancing system responsiveness by 20%.

ACHIEVEMENTS

- Winning team for designing High-fidelity prototype for Rochester Childfirst Network at UX Studio 2022.

PUBLICATIONS

- Exploring the Need for Assistive Technologies for People with Olfactory Disorders | HCII 2024
https://link.springer.com/chapter/10.1007/978-3-031-60875-9_1
- Haptic2FA: Haptics-Based Two-Factor Authentication for Blind and Low Vision People | ACM MobileHCI 2024
<https://dl.acm.org/doi/10.1145/3676509>