

# S R I S H T I A G A R W A L

## UI/UX DESIGNER

### Education

**UXDi / General Assembly**  
June - Sept 2020 - Sydney

**UX Design / RMIT University**  
Sept - Nov 2019 - Melbourne

**M.Plan / Sardar Patel University**  
Aug 2017 - May 2019 - India

**B.Arch / Gateway College of Architecture**  
Aug 2012 - May 2017 - India

### Certifications & Learnings



Interaction Design Foundation, 2020

**Mobile User Experience (UX) Design**, IDF

**Human-Computer Interaction - HCI**, IDF

**Accessibility - How To Design For All**, IDF

**Get Your Product Used: Adoption And Appropriation**, IDF

**UI Design Patterns for Successful Software**, IDF

### Tools & Software



Figma



Sketch



Abstract



Invision



Illustrator



Photoshop



Miro

### Design Systems & Environments

- Material Design - Material UI, Material.io
- HTML, CSS (Knowledge Only - No Coding Experience)
- Agile

### About

I am a creative and detail-oriented digital designer with a strong background in design systems. I have experience in guiding products from initial research, user segmentation, and ideation through prototyping and testing, to delivering high-fidelity developer-ready UI designs and successful product launches.

My passion lies in using design to simplify complex problems, making them easy and accessible to users. I thrive on the challenge of implementing and maintaining design systems that ensure consistency and efficiency in the design and development process.

I am eagerly seeking my next career opportunity, excited to take on new challenges and continue my journey in crafting meaningful and user-centric design solutions while championing the power of design systems.

### Experience

#### Service NSW / Product Designer

April 2021 - Present

##### Role

Designer on the **design system - SNSW Global Experience Language (GEL)** team. Designing simple & understandable components, patterns and pages for SNSW product teams which design experiences for more than 7 million residents of NSW.

- Played a key role in establishing the SNSW's design system, ensuring it aligns with brand guidelines and enhances user experiences across all products.
- Conducted regular design system audits and updates, ensuring compatibility with evolving design trends and technologies.
- Conduct design system workshops and training sessions to educate teams on the proper use and maintenance of design system assets.
- Assisted in onboarding new team members and educating them on the design system's usage and principles.
- Successfully integrated GEL into various product teams, resulting in a 40% reduction in design and development time.
- Actively participated in the conceptualisation and development of new Global Experience Language (GEL) website aimed at enhancing user-friendliness and overall usability.
- Collaborated closely with Service Design professionals to gain valuable insights into the challenges faced by both engineers and designers when it came to contributing to our Design System
- Collaborated closely with the mobile app team to ensure a unified and cohesive user experience across both web and mobile platforms. This involved aligning design principles, visual language, and interaction patterns to maintain a consistent brand identity.

# Skills

## Design

- UI design - from sketching to finished product
- Design strategy - User flow and journey mapping
- Asset library and design system creation and management
- Lo- Fi, Mid-Fi & Hi-Fi Wireframes
- Facilitating ideation sessions
- Delivering design presentations
- Knowledge and application of accessibility (AA / WCAG 2.1)

## Research

- Business requirements workshops and problem definition
- User segmentation, personas and customer journeys
- Validation techniques - card sorting, usability testing, A/B testing
- Qualitative and quantitative user research; contextual inquiry

## Collaboration

- Working with developers on the final build (front and back end, on and off-shore)

## Prototyping

Rapid prototyping using Figma & Invision

## InfoTrack / Product Designer

Nov 2020 - March 2021

InfoTrack is a technology company that provides integrated searching and innovative services for professionals, businesses and individuals for Conveyancing, litigation and some other services.

### Role

- Conducted extensive user research. I engaged with legal professionals, businesses, and individuals to understand their pain points and needs within the context of conveyancing, litigation, and related services. This involved in-depth interviews and usability studies.
- I led ideation sessions and collaborated with cross-functional teams to brainstorm innovative solutions. I translated these ideas into low-fidelity wireframes and prototypes, allowing us to quickly iterate and test concepts with end-users.
- Created high-fidelity UI designs that were both aesthetically pleasing and user-friendly. These designs were developed with a focus on consistency and scalability, aligning with InfoTrack's design system **Zenith**.
- Actively participated in designing and documenting a wide range of reusable UI components, ensuring they aligned with InfoTrack's brand guidelines and design principles.

## Ltrent / User Experience Designer

Sept - Nov 2020

### Role

- Redesigning the website
- Web UX, flow, screen, component, and interaction design
- Drive research, usability testing, and insight analysis

## Freelance / UI/UX Designer

June - Nov 2020

### Inspired Value Services

Inspired Value Services is a 20-year-old Government Tenders/ Bid service provider in the Australian Market. They are trying to create a presence online by coming up with their own website.

### Role

- End-to-end business process design
- Web UX, flow, screen, component, and interaction design
- Worked on a design system based on Material Design
- Drive research, usability testing, and insight analysis
- UX / copywriting
- Website production and development on CMS

### Everyday Social

Everyday Social is a digital marketing agency, specializing in premium content creation, social media management, and digital designing services.

### Role

- Designing a responsive website as part of company rebranding
- Working on a design system based on Material Design
- Design involves: business requirements analysis, user research, ideation, prototyping/testing, idea and design iteration up to high-fidelity
- Working with developers in 2 week sprints

## General Assembly / UXDI

Jun - Aug 2020

**Unisorter**

Unisorter is an online platform that is trying to bridge the gap between students and universities by simplifying the process of search, compare and apply for higher education.

**Role**

- Worked on business requirements analysis, user research, ideation, prototyping/testing, idea and design iteration up to high-fidelity
- Web UX, flow, screen, component, and interaction design
- Worked with local and remote offshore development teams' orders.

**Taxfilo**

Taxfilo's app guides users to file their tax returns through an elegant interface, gathering all necessary information using a series of simple and conversational questions.

**Role**

- Led face to face interviews, ran observation and contextual interviewing sessions
- Created artifacts and utilized methodologies including assumption mapping, discussion guides, affinity mapping, user stories, journey maps, rapid ideation, and rapid prototyping
- Presented key findings and insights to senior stakeholders weekly, and assisted in the creation of a deep dive report

**Aakar Design Consultants /  
Junior Designer**

June 2017 - 2019