

JUHI KHARE

✉ jukhare@iu.edu ☎ (812)803-8406 www.linkedin.com/in/juhi-khare 🌐 juhikhare.com

Experiences

Graduate Research Assistant

Jan 2024 - Present

Cyberinfrastructure for Network Science Center (CNS), Indiana University

Bloomington, IN

- Initiated user interface analysis and established data collection mechanisms for the "Lateral Thinking Gone VR" project, contributing to foundational research stages.
- Currently implementing improvements based on ongoing research findings, actively enhancing the overall user experience of the VR application.
- Collaborated seamlessly with cross-functional teams, integrating research insights into the development cycle for continuous refinement and alignment with project milestones.

Graduate Teaching Assistant

Aug 2023 - Present

Luddy School of Informatics, Indiana University

Bloomington, IN

- Mentored and coached 60+ students in a project-based core Human-Computer Interaction (HCI) class, focusing on HCI principles like usability, interaction design, and user research.
- Orchestrated a dynamic learning environment in a Product Management class, resulting in a 0.30 times proficiency boost in project management tools like Jira and Trello. Applied theoretical concepts in real-world scenarios.

Sponsored Projects

Life cycle Management System, US Air Force (H4D) | *User-Centric Lean Methodology*

Aug 2023 - Dec 2023

- Conducted 44+ beneficiary interviews, revealing critical pain points and contributing to a 0.30 times increase in identified challenges.
- Conceptualized a strategic road map for a user-centric life cycle management system, securing a 0.95 times buy-in from stakeholders.
- Validated proposed enhancements through iterative testing, achieving a 0.25 times improvement in operational efficiency and a 0.20 times reduction in task completion time for the USAF squadron.

Social Media Strategy, Luddy Undergraduate Recruiting | *UX Research, Design Strategy*

Jan 2023 - Mar 2023

- Conducted in-depth research on social media trends using Keyhole to develop a social media strategy for the Luddy Undergraduate Recruiting Team
- Extensively synthesized research outcomes to identify areas of improvement and created an action plan to attract prospective students to the Luddy School.
- Leveraged UX research methods to create engaging content strategies including AR filters and questionnaires to attract prospective students.

Skills

UX Research: User Interviews, Surveys, Usability Evaluation, Quantitative Analysis, Qualitative Analysis, Usability Testing, Co-creation Workshops, Stakeholder Mapping, Accessibility (WCAG) Guidelines, Personas, A/B Testing, Affinity Mapping, Card Sorting

UX Design: Interactive Prototyping, Brainstorming, User Personas, User Scenarios, Affinity Diagramming, Wireframing, Information Architecture, Low Fidelity Mockups, High Fidelity Mock-ups, Rapid Prototyping, Problem-solving

Tools: Figma, Sketch, Adobe XD, Miro, Illustrator, Photoshop, Proto.io, Adobe Creative Suite, Atlassian Jira, Notion, Trello

Education

Luddy School of Informatics, Indiana University

Aug 2022 - May 2024

Masters of Science in Human Computer Interaction/ design (GPA: 3.8/4.0)

Bloomington, IN, US

Jabalpur Engineering College

Aug 2018 - Jul 2022

Bachelor of Technology in Electronics and Telecommunication Engineering (GPA: 7.7/10.0)

Jabalpur, MP, India

Hackathons

Dubstech Protothon, University of Washington (May 2023) Secured second place among 60 teams in a global hackathon hosted by DubsTech and Design Buddies. Led problem framing, user research, and testing within my team, contributing to our success of our FemTech themed project.

VXP Protothon, Simon Fraser University (Aug 2021) Led the design of a Gen Z-focused mental well-being app in a 24-hour design-focused event, incorporating user journey mapping techniques. Achieved second place among 12 participating teams.