Kaustubh Anil Salgaonkar

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Summary

I am a designer with an engineering degree who can understand both designers and engineers to foster a collaborative environment. With 1.5+ years of crafting experiences that delight customers, I bring fluency in design systems, user research, concept ideation, flows, and full-fidelity prototype designs, to your firm that would help me transform customer needs and business objectives into seamless user interactions.

Experience

Graduate Design Mentor / Teaching Assistant – UX Design Courses   August 2022 – Present
Indiana University, Bloomington, IN

- Developed a comprehensive and personalized learning guide and curriculum for over 150 students in Figma, and remote collaborative tools like Notion, Dovetail, UserTesting (UserZoom), Miro, which **improved their proficiency by 30%.**
- Led the design and facilitated **weekly ideation workshops with 50 students** to elevate their skills in **storyboarding, visual design, usability testing** and other HCI design skills.
- Collaborated with fellow teaching assistants **to foster an inclusive and supportive learning environment**, addressing individual student needs and **promoting diversity of thought** within the classroom.

Graphic Designer Intern – Design System Team (Design Foundations Team)   April 2022 – May 2022
Arogyakara, Haryana, India

- Optimized the existing and established a fresh design system by ensuring cohesion and consistency to unite all visual products that led to **reduced turnaround time (TAT) in deliverables by 20%.**
- Spearheaded the design of end to end high-quality digital products by employing design research methodologies such as moodboards, market research, and crafted compelling visual assets like logos and icons, **aligning them seamlessly with design system and brand identity.**

Product Designer Intern – Product Design and Research Team   April 2021 – June 2021
JaarX, India

- Analyzed the end to end user flows and user journey scenarios to enhance the onboarding process. **This effort led to a reduction in user drop-off rates by 15%.**
- Worked autonomously and executed user interviews and usability testing, to identify customer pain points, needs, and behaviors that **drove a 25% reduction in task completion time,** ultimately enhancing the overall user experiences.
- **Collaborated with cross-functional partners** such as product managers, front-end developers, content strategists, user researchers and other designers for conducting design workshops to craft accessible and flexible user experiences.
- Influenced stakeholders by proficiently **presenting my design process, inspiration, and decisions** on multiple solutions for the onboarding challenge, **demonstrating a bias for action, crisp prioritization, and clear alignment with products, platforms, and devices.**

Education

Master of Science, Human Computer Interaction and Design   Expected - May 2024
Indiana University, Bloomington, Indiana, United States
Related coursework: Foundations of HCI, Introduction to HCI/d, Experience Design, Information Architecture in Practice, Interaction Design Methods, Meaning and Form in HCI, Creativity Innovation and Technology, Design Strategy, Visual Design, Multimedia Arts and Technology.

Bachelor of Engineering, Electronics and Telecommunication   June 2021
University of Mumbai, Maharashtra, India
Related coursework: Database Management Systems, Structural Programming Approach, Introduction to Java, Electronic Devices and Circuits.

Publications

- **Salgaonkar, K.,** & Padmanabhan, S. (2021, September). Piku Prototype: Designing a Mobile Application for Community Cats. An application for aiding foster care and promoting adoption for community cats. [Link](#)
  DOI: 10.1109/IRCE53649.2021.9570884

- **Salgaonkar, K.,** Nair, N., Palwe, M., Nair, P., & Patel, K. (2021, October). Book Reader using Embedded Systems. An automatic page turning book reader for visually impaired people. [Link](#)
  DOI: 10.1109/SMARTGENCON51891.2021.9645915

Awards

- **Associate Instructor Excellence Award** for my contribution at the Indiana University Luddy School of Informatics, Computing, and Engineering as a Graduate Teaching Assistant for the academic year 2022-2023.

Skills

UX Design: User Flow, Information Architecture, Interactive Prototyping, Brainstorming, User Personas, User Scenarios, Affinity Diagramming, Storyboards, Journey Mapping, Full-Fidelity Mockups, Full-Fidelity Wireframes.

UX Research Methods: User Interviews, Surveys, Heuristic Evaluation, Quantitative and Qualitative Analysis, Key Performance Indicators (KPI), Research Data Analysis, Usability Testing, Participatory Design Workshops, Competitive Analysis, Stakeholder Mapping, Content Audit, Accessibility (WCAG) Guidelines.

Design: Typography, Design System, Visual Design, Sketching, Design Tokens.

Tools: Figma, Sketch, Storybook, Token Studio, Jira, Miro, Notion, Adobe XD, Illustrator, InDesign, Photoshop, usertesting.com, Proto.io, Canva, Microsoft Office suite.

Soft Skills: Collaborative, Self Driven, Negotiation, Problem-Solving.