

Harshesh Sayani

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WORK EXPERIENCE

Senior UX Designer, ARIVE (Wizni, Inc.)

Feb 2023 — Jul 2023

- Spearheaded the creation of the ARIVE Design System with a total of 2000+ interactive components leveraging Figma's nested variants, variables, and properties
- Pioneered the transition from Adobe XD to Figma as the only Figma specialist which included redesigning all the existing products and training other designers
- Designed various features like Activity Log, Kanban View, and Disclosure Forms and collaborated with developers to ensure a pixel-perfect implementation

Senior Product Designer, iSchoolConnect

Jan 2022 — Nov 2022

Product Designer, iSchoolConnect

Sep 2021 — Dec 2021

- Conducted user interviews and surveys to understand the needs and pain points of various user groups, including students, advisors, and B2B clients
- Researched, conceptualized, and designed high-fidelity prototypes for new features of student and advisor dashboards
- Performed user testing to identify challenges and drop-off points in the user journey, using tools like LogRocket to analyze user behavior
- Improved the Western Governors University's enrolment experience by using rapid prototyping, impacting nearly 100k students per year
- Revamped the design of iSchoolConnect's blog to improve reading experience which resulted in an increase in average session duration

Senior Business Analyst, Quantiphi, Inc.

Mar 2021 — Sep 2021

Business Analyst, Quantiphi, Inc.

Jul 2019 — Feb 2021

- Built various AI solutions for one of the top QSRs in the US, resulting in a monthly business impact of \$5 million
- Utilized data analysis and visualization to extract valuable insights, improve decision-making, and drive business results
- Developed go-to-market strategy and materials to convert RFPs, generating an additional mandate of \$500K
- Contributed to due diligence efforts that led to the partnership with CONA, including market research, product design, go-to-market planning, and marketing
- Conceptualized Ordersmart, an AI-powered order forecasting product, from research to wireframing, prototyping, and visual design

EDUCATION

Indiana University Bloomington

MS in Human-Computer Interaction & Design
Aug 2023 — Jun 2025

University of Mumbai

BE in Electronics & Telecommunication
Jun 2015 — May 2019

SKILLS

Design

Interaction Design, Visual Design, User Experience Design, Wireframing, Prototyping, Communication Design, Motion Graphics

Business & Product

User Research, Market Research, Competitive Analysis, User Flows, Affinity Mapping, Usability Testing, Data Analytics & Visualization, Project Management, Scrum Master, Web Development

Tools and Languages

Figma, Sketch, Protopie, Adobe XD, Adobe Photoshop, Adobe Illustrator, Adobe After Effect, Blender, Webflow, Framer, Tableau; HTML, CSS, JavaScript, SQL, Python, Flutter

HONORS

Rising Star Award in Quantiphi for going beyond the call of duty to make a distinct impact in a short span

Best Org Initiative Team Award in Quantiphi for successfully organizing several MeetUp events

Best Project for building self-balancing Segway in project exhibition organized by CSI-TSEC

CO-CURRICULAR

Assistant Instructor, Mobile & Wearable HCI

Assistant Instructor, Visual Design

Aspiring Founder, Y Combinator Startup School

Design Head, Computer Society of India-TSEC

College Representative, E-Cell, IIT Bombay

Placement Envoy, TSEC Placement Cell