



Sanjali Jain

PRODUCT DESIGNER

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I am Product Designer pursuing my Master's in Interaction Design at Carnegie Mellon University. My approach to design is merging design strategy with research. I transitioned from a legal profession to UX design, driven by my passion to tackle societal issues with creativity, visual design and strategic thinking. I want to craft change that is real, measurable, and impactful.

EXPERIENCE

User Experience Designer

Coditas

Feb 2023 – July 2023

- Enhanced enterprise SaaS products by upgrading UX and UI elements and refining the overall design system. Updated designs optimized business operations and led to a 1.5x increase in employee engagement.
- Designed and implemented comprehensive web design solutions for client-facing projects, applying design thinking, Agile methodologies, and industry-standard tools such as Figma and Adobe Creative Suite.
- Collaborated with cross-functional teams, including development teams and product management, to implement critical design updates on SaaS platforms ensuring successful delivery of end-to-end features and solutions.

Product Designer - Lead

Adapt Wellness

Jan 2022 – Jan 2023

- Led design strategy, product design, and product management, overseeing the entire product design process from conception to launch resulting in the successful deployment of a mobile application on iOS and Android platforms.
- Designed the mobile application using Figma to streamline therapy bookings and promote mental health, leading to significant user engagement. The app earned a 4.8 rating and gained 5,000 users.
- Conducted competitive analysis and UX research using qualitative and quantitative methods. Synthesized research insights to build wireframes and user flows and delivered full-fidelity designs through rapid iterations.
- Demonstrated advanced proficiency in product design, UX research, interaction design, visual design, and Figma.

Graphic Designer

Abacus India

Oct 2021 – Dec 2021

- Developed brand guidelines and wrote UX copy for Abacus India, an EdTech platform for children. Crafted high-fidelity visuals using Adobe Illustrator, Photoshop, and Figma resulting in a 20% increase in conversion.

SKILLS

Product Design, Interaction Design, UX Design, UX Research, Human-Computer Interaction (HCI), Visual Design, Web Design, Mobile Design (iOS, Android), Digital Products, Design Systems, Design Research, User Research, High-Fidelity Designs, Wireframes, Prototyping, User Flows, Information Architecture, Data Visualization, User-Centered Design, Responsive Design.

Tools

Figma, FigJam, UX Interviews, Surveys, Color Theory, Typography, Design Thinking, Agile Methodologies.

EDUCATION

Masters in Interaction Design

Carnegie Mellon University

2024 - 2025

Master of Arts in Visual Design

Carnegie Mellon University

2023 - 2024

Bachelors in Law and Business

O.P. Jindal Global University

2016 - 2021