Anvesha Gawade

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EDUCATION

MS HCI/d (Human Computer Interaction Design)   August 2025 – April 2027
Indiana University Bloomington, Indiana
Courses: Introduction to Human Computer Interaction Design, Foundation to HCI and HCI/d Studio Practice

B.Arch (Bachelor's in Architecture)   August 2018 – April 2023
University of Mumbai, India. CGPA 8.89/10

PROFESSIONAL EXPERIENCE

Architect   July 2023 – April 2025
Sankalpan Infrastructure – India | Clients: SBI, Redington Limited, Aisin, DHL Group

- Managed turnkey interior design projects for Fortune Global 500 clients, delivering end-to-end design solutions that optimized workspace functionality and space utilization, increasing client satisfaction scores by 15%.
- Led a full-cycle furniture turnkey project for LANXESS, coordinating working drawings, logistics, and installation while managing a team of 15 people, completing it within a budget of approximately $20-25k.
- Integrated project management with documentation, 3D modeling, BOQ, costing, and site visits. Supervised on-site project execution across 5+ sites, managing vendors and contractors.

PROJECTS

Optimizing Digital Sustainability   August 2025 – December 2025
Salesforce Sponsored Acedemic Project | Team of 6

- Developed a gamified Digital Sustainability wallet to set team goals, leveraging AI-driven recommendations to promote greener system usage and increase team awareness of energy-efficient practices, delivered 3 functional prototypes.
- Crafted and implemented nudge interventions within the digital sustainability wallet, encouraging mindful resource consumption and projected 25% increase in user engagement with eco-friendly functionalities.
- Researched behavioral based energy efficiency frameworks and applied behavioral design principles to create interfaces that drive awareness and collaboration, resulting in intuitive user-centered prototypes.

Embodied Shopping   May 2025 – July 2025
Academic project | Team of 3

- Designed an accessible, user-centered design feature for Kroger, addressing the challenges faced by retired individuals shopping alone, aiming to enhance ease of navigation and in-store engagement.
- Performed contextual inquiries with 3 elderly individuals to inform design decisions and improve navigation. Designed intuitive, user-friendly interfaces that reduced friction points in the shopping journey.
- Developed a functional demo prototype with a cohesive visual system and conducted iterative usability testing to validate and refine design solutions.

ArtHouse: End-to-end Mobile Application   October 2024 – November 2024
Independent project

- Formulated an end-to-end mobile app for museum ticket booking and show information, applying the design thinking methodology like empathize, define, ideate, prototype and testing to create user-centered solutions.
- Conducted competitor research and usability studies with 3+ participants, identifying pain points and implementing features that aim to reduce booking steps by 35%. Created user personas, journey maps, and information architecture that improved task efficiency and informed intuitive navigation.
- Delivered low and high-fidelity mockups that were adopted in project reviews and showcased enhanced usability and navigation flow with-in a 2-month timeline.

SKILLS

Competency: UI/UX Design, Mobile & Web Design, Visual Design, Interaction Design

Software: Figma, FigJam, Framer, Miro, Adobe creative cloud (Photoshop, Illustrator, InDesign, Aftereffects), Autodesk (AutoCAD, Revit, Navisworks), Sketchup, Lumion.

UX & Design Skills: User Experience Design, Prototyping and Wireframing, Design System, Storyboarding, User Flow Diagram, Usability Testing, Information Architecture, User-Centered Design, Data collection and analysis, Branding.

Certificates: Learning Design Thinking – LinkedIn Learning, Google UX Design