LAKSHYA CHOPKAR

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SUMMARY

I am pursuing an M.Des in User Experience after studying Electronics and Telecommunication. I designed websites and mobile apps in contract and internship roles. I also co-designed a physical-digital learning game.

HIGHLIGHTS

- Following the first review round, the syringe redesign was shortlisted for research-paper presentation at Humanizing Work and Work Environment 2026 (HWWE 2026), UPES School of Design (9-11 Dec 2026). Publication remains subject to jury review.

PROJECTS

ConnectAid: Healthcare App UX | *8 Weeks*

Tools & technologies: Figma, FigJam, Google Forms, Miro

- In-clinic and lab options were added alongside online consultations in response to concerns about virtual care. Co-designed the healthcare app in a five-person team, synthesising user insights from surveys and interviews and documenting 5 interviews.
- Built the core Figma design system used by the team, defining design tokens, reusable components and interaction states for consistent component behaviour across shared screens.
- Category browsing remained in the prototype; specialty search was added after participants tried that route. Coordinated remote usability testing with 6 participants across 11 tasks. The team recorded 9 findings and made 6 prototype changes based on user feedback.

20 cc Syringe: Human Factors Redesign | *4 Weeks*

Tools & technologies: Figma, Maya, 3D printing

- Developed the selected concept and led a two-person syringe redesign informed by practitioner research and anthropometric analysis. Built the Maya model and 3D-printed prototype jointly with my teammate.
- Introduced a butterfly flange and concave thumb support to address slipping grips and thumb pressure. Used full rings for major scale marks and short minor marks, aiming for readability without crowding.
- In a subjective comparison across 21 Kansei attributes, nurses rated the redesign 5.62/10 on average, compared with 4.14 for the existing syringe. Effort ratings were unchanged, and perceived dose accuracy scored lower; both attributes need further testing.

Giggles: Physical-Digital Learning Game & Teacher App | *6 Weeks*

Tools & technologies: Figma, Arduino C++, ESP32, RFID (MFRC522)

- Led all electronics and game logic work for a physical-digital learning game co-designed for autistic children.
- Connected RFID cards, touch sensors and shape buttons to phone-based questions in an ESP32 prototype. Implemented turn-taking, question handling, retries, hints and LED feedback in Arduino C++; the board and phone communicate over local Wi-Fi.
- Teacher-app mockups cover session setup and progress review, with accuracy, attempts, response time and hint use. Helped the team choose the visual direction for these mockups and the game display.
- The game was tested with teachers and children.

EXPERIENCE

Product Designer (Contract) | Baragaun | *Nov 2023 - Dec 2023*

- Designed layouts for a responsive website after competitor and secondary research; completed the design handoff for development.
- Developed wireframes, mockups and an interactive prototype for a mobile app. Presented user flows in stakeholder reviews.

Product Design Intern | Novae Avenue | *Jul 2023 - Aug 2023*

- Designed a data portal, landing page and brochure for customers of a 4G dashcam product.
- Redesigned the dashcam app's customer-facing core and secondary screens.

SKILLS

UX Design: Information Architecture, Interaction Design, User-Centered Design, User Interface Design, Design Systems, User Flows, Design Iteration, Data Portal Design

Research & Evaluation: User Interviews, Contextual Inquiry, User Research, Survey Design, Research Synthesis, Competitive Analysis, Persona Creation, Journey Mapping, Heuristic Evaluation, Usability Testing, Eye-Tracking, NASA-TLX

Design Outputs: Wireframing, Prototyping, Interactive Prototypes, High-Fidelity Screens, Infographics, Illustrations, Animations, Design Handoff

Design & Research Tools: Figma, ProtoPie, Illustrator, Photoshop, Miro, FigJam, Google Forms

AI Tools: ChatGPT, Figma Make, Claude, GitHub Copilot, Gemini, Midjourney, Perplexity, NotebookLM (Google), Antigravity, Google Search (AI Mode), LLM Arena

Development: CSS, HTML, Visual Studio Code, GitHub, Xcode

Collaboration & Working Style: Analytical Thinking, Problem-Solving, Cross-Functional Collaboration, Communication, Planning & Organising, Leadership, High-Pressure Resilience, Stakeholder Communication

EDUCATION

MIT ADT University, Pune | *Jul 2025 - Jul 2027 (expected)*

M.Des in User Experience | CGPA: 8.6/10 (current)

SSIPMT Raipur | *2018 - 2022*

B.Tech in Electronics & Telecommunication | 72.72%

CERTIFICATIONS

- **Google (Coursera):** UX Design Process | **Internshala:** UI/UX Training | **GrowthSchool:** UX Workshop

University of Colorado Boulder (Coursera)

- Graphic Design Elements for Non-Designers Specialization
- Basic Elements of Design: Design Principles and Software Overview
- Textual Elements of Design: Fonts, Typography, and Spacing
- Print and Digital Elements of Design: Branding and User Experience
- Graphic Elements of Design: Color Theory and Image Formats

California Institute of the Arts (Coursera)

- Fundamentals of Graphic Design
- Introduction to Imagemaking
- Ideas from the History of Graphic Design