

Vaidehi Patil

vaidehin@umich.edu | [Linkedin](#) | [Portfolio](#) | +1(313) 377-5657 | United States

PROFESSIONAL SUMMARY

Product Designer with **hands-on experience in creating user-centered designs** that drive **user engagement** and **business outcomes**. My strength is in conducting **user research** and **collaborating with cross-functional teams** to translate **insights into design decisions** that deliver intuitive and holistic digital experiences.

WORK EXPERIENCE

PACR | UI/UX Design Intern [pacr.co](#) (already live with 5000+ users) USA, Boston, Massachusetts | June 2025 - June 2026

- Crafted **scalable UI frameworks, component libraries, and interactive prototypes** that delivered consistent, user-friendly interfaces and smoother navigation, increasing user engagement by improving task completion speed and driving more frequent interaction with key features.
- Designed the **PACR AI Research Assistant Chatbot and evolved PACR 2.0** by aligning with brand standards and user research, improving **discoverability, reducing task effort, increasing user retention** with faster, more cohesive delivery.
- Developed **key marketing assets and supported design-system** expansion to ensure a credible, consistent brand across products and go-to-market channels.
- Designed **responsive email templates** aligned with PACR's design system, ensuring consistent **cross-channel branding and accelerating turnaround** for onboarding, product updates, and announcements.
- Drove **cross-functional collaboration with the COO, PMs, developers** to translate requirements into **end-to-end user flows and high-fidelity UI specs**, validated solutions through **rapid interviews and usability testing, minimized handoff ambiguity** and implementation rework while delivering iteration-ready improvements across PACR 2.0 including empty, loading, and error states.

Spacewalk Systems Inc | Product/UX Designer USA, Novi, Michigan | June 2026 - Present

- Design **user-centered web and cross-platform experiences**, creating wireframes, prototypes, and high-fidelity UI designs using Figma, Adobe XD, Sketch, Miro, and AI-assisted tools like Cursor while ensuring **accessibility, responsiveness, and seamless developer handoff**.

PROJECTS

Indeed Job Search Jan 2024 - June 2024

- Directed the design of the Indeed mobile app to improve **job seeker experience**, increase **user satisfaction by 60%**, and simplify the **job search workflow**.
- Designed user-friendly solutions to **simplify navigation and enhance usability**, collaborating with the team to improve efficiency of the app.

Electric Vehicle Charging Station Aug 2023 - Dec 2023

- Synthesized **user research** into **high-fidelity Figma prototypes** to accelerate evidence-based decisions, utilizing **Nielsen's heuristics** to boost user satisfaction by **50%** and significantly reduce rework.
- Spearheaded **end-to-end design phases** and established best practices that improved **team efficiency by 30%**, mapping **user journeys** and **information architecture** to deliver a seamless **in-vehicle and companion app** experience

Trust in Autonomous Vehicles Aug 2023 - Dec 2023

- Created **high-fidelity prototypes in Figma** for an **infotainment system and mobile UI**, enhancing **user engagement** through **interactive, user-centered design**, leading to clearer flows and higher interaction quality.
- Advocated **user interviews and usability testing** to extract valuable insights enabling **data-driven iterations** and **stronger decision-making**, while achieving a **25% increase** in user retention by creating **reliable, user-friendly designs using Figma & Miro**.

Behavioural Optimization Aug 2024 - Dec 2024

- Researched **AI and Cognitive Behavioral Theory** to design behavior-mitigating interventions, employing the **Wizard-of-Oz method** to boost qualitative data **accuracy by 20%**, and deployed a **ChatGPT-based conversational agent** that improved therapeutic dialogue quality and intervention effectiveness while reducing session time.

SKILLS

UX/UI Design, User Research, UX Writing, User Interviews & Surveys, User Persona, User Journeys, Information Architecture, Affinity Mapping, Storyboarding, Wireframing, Prototyping, Interaction Design, Usability Testing, Accessibility Audits, A/B Testing, Feedback Collection, Heuristic Evaluations, Data Analysis & Visualization, Competitor Analysis, Collaboration, SaaS Product Design, Figma, Framer, Sketch, Adobe XD, Graphic Design, Illustrator, Adobe Creative Suite, Miro, Jira, HTML, CSS, Javascript, Python, Generative AI

EDUCATION

MS - Human Centered Design and Engineering , GPA 3.94/4 Aug 2023 - April 2025
University of Michigan, Dearborn, United States

BTech - Computer Engineering , GPA 3.84/4 Aug 2019 - May 2023
Vishwakarma Institute of Technology, Pune, Maharashtra, India

CERTIFICATIONS

Google UX Design Certificate, Coursera | **Journalism and Professional Anchoring in Digital Mass & Media**, Callidus International Media & Arts Academy, India | **Spanish A1 level Certificate**, Lets Talk Academy, India