

AMOGH GHARPURE

Product Designer

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EDUCATION

MASTER OF FINE ARTS IN HUMAN-COMPUTER INTERACTION

School of Visual Arts – New York, US

May 2024

MASTER OF DESIGN IN INDUSTRIAL DESIGN

MAEER'S MIT Institute of Design – Pune, India

June 2018

BACHELOR OF TECHNOLOGY IN MECHANICAL ENGINEERING

Veerмата Jijabai Technological Institute – Mumbai, India

June 2014

EXPERIENCE

PRODUCT DESIGN VOLUNTEER

Bright Mind Enrichment NGO – Boston, US

July 2024 - Present

- Boosted StreetCare web app traffic by 15-20% with 9 UX design initiatives.
- Collaborated with a 50-person cross-functional team to improve overall usability and accessibility for users.

PRODUCT DESIGNER

Agemates – Pune, India

June 2023 - Aug 2023

- Spearheaded the foundation of a robust design system on Figma for 3 future verticals with 25+ reusable components, estimated to save 30% of design time.
- Improved website accessibility for aged users by simplifying navigation, reducing clutter, and enhancing readability, sponsored by Rotary International.

STUDENT PRODUCT DESIGNER

Goldman Sachs – New York, US

Oct 2022 - Dec 2022

- Co-designed an application 'Valance' aimed at empowering Gen Z and Millennials to invest in social issues aligned with their interests, leading the team to win 1st place in 'Strategic Design'.

PRODUCT DESIGNER

Tech Sierra – Mumbai, India

Apr 2021 - July 2022

- Executed a large-scale UX project for an ESG data accounting dashboard on Figma (40+ screens), completed in 6 months and estimated to save the company 12.5% workforce.
- Conceptualized a minimalistic web and mobile application template for internal company affairs that reduced developer hiring time by 35%, streamlining operations across multiple teams.
- Fabricated a user-friendly website and mobile UI for a healthcare firm using Material.io within 2 months, empowering nurses to relocate within the US with expedited search times.

PROJECTS

BUILDING CRITICAL THINKING IN KIDS IN K-12 LEARNING WITH THE ADVENT OF AI – New York, US

Product Designer (Design Thesis Project)

Sept 2023 - May 2024

- Approved by the Human Subject Research Institutional Review Board (HSR-IRB) as a research project.
- Founded ThinkKee, a platform designed to foster critical thinking in children through interactive AI engagement, empowering parents with informed decision-making about their child's AI interactions.

SKILLS AND AWARDS

Hard Skills: Adobe Suite, Agile Methodology, Design Library, Design Thinking, Design System, FigJam, Figma, Generative AI, High-Fidelity Designs, Interaction Design, Kanban, Miro, Photoshop, Prototyping, Scrum, User Experience, User Flows, User Interface, UX Research, Wireframes

Soft Skills: Adaptability, Collaboration, Communication, Customer-Centricity, Empathy, Problem-Solving

Awards: SVA Alumni Scholarship Recipient 2024 for thesis, IxDA Conference Grant 2023 of \$1k scholarship