

PIYUSH JADHAV

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PROFESSIONAL SUMMARY

UX and Product Designer with **4 years** of experience delivering accessible, end-to-end design across enterprise ed-tech and B2B platforms. Proficient in **Figma-based prototyping**, design systems, and end-to-end UX delivery, with hands-on experience applying **WCAG accessibility standards** across client projects. Currently completing an **M.Sc. in User Experience Design** at the **University of Lancashire**. I work best on complex products where clarity is genuinely difficult to achieve.

TECHNICAL SKILLS

UX Methods: User Research, Usability Testing, Heuristic Evaluation, Affinity Mapping, Journey Mapping, Competitive Analysis, Thematic Analysis, Service Design

Design: Wireframing, Prototyping, Interaction Design, Visual Design, Design Systems, Component Libraries, Information Architecture, B2B UX, Accessibility (WCAG 2.1)

Tools: Figma (Advanced), FigJam, Miro, Adobe Illustrator, Adobe Photoshop, Adobe XD

Development: HTML, CSS, JavaScript, Angular (awareness), Framer (Intermediate)

AI Tools: Claude (design workflow), Relume, Lovable

EXPERIENCE

UX Designer · Industry Project (Uni. of Lancashire MSc)

Apr 2026 – May 2026

Department for Work and Pensions (DWP)

Remote, United Kingdom

- Redesigned the end-to-end **bereavement support service journey** for the UK's Department for Work and Pensions, applying **GOV.UK Design System** principles and **GDS Service Standard** methodology across the full service scope.
- Conducted **content analysis** and **journey mapping** to identify high-friction points across the existing service experience, surfacing gaps in clarity and user guidance.
- Produced **information architecture**, user flows, and a **structured 3-way design approach** in Figma, balancing government policy constraints with the emotional context of the service.
- Translated complex eligibility and policy requirements into a clear, compassionate user journey designed to **WCAG 2.1 AA** standards for diverse and vulnerable user groups.

UX Designer · Industry Project (Uni. of Lancashire MSc)

Feb 2026 – Mar 2026

Autodesk Construction Cloud

Remote, United Kingdom

- Conducted desk research, content analysis, and **thematic analysis** across three product phases of **Autodesk Construction Cloud** — a B2B enterprise platform — surfacing recurring user frustrations that informed the direction of ideation.
- Led wireframe production and solution pitching for a workflow improvement initiative, translating research findings into structured design proposals presented to **Autodesk stakeholders**.
- Collaborated in a team of four, leading the internal **ideation and wireframing** workstream across a six-week engagement.
- Received direct commendation from Autodesk's **Director of Product Management**: *"Your approach was very professional... your conclusions strongly resonated with us."*

Visual Design Analyst

Mar 2022 – Jun 2025

Zeus Learning

Mumbai, India

- Delivered accessible **UI and UX design** across ed-tech clients including **McGraw Hill ALEKS**, **PASCO**, **Big Ideas Learning**, and **Learning Express**, building **high-fidelity Figma** prototypes and UI specifications that reduced design-to-handoff friction across concurrent client projects.
- Led visual design on **McGraw Hill ALEKS** for **2+ years**, producing pixel-accurate game environments, topic backgrounds, and interface-ready assets for **Kindergarten to Grade 3** Maths learners across the U.S. market.
- Managed sprint planning, task tracking, and delivery timelines within **agile workflows**, consistently meeting client deadlines across a portfolio of simultaneous engagements.

- Mentored junior designers with structured feedback sessions, maintaining **visual consistency** and design quality standards across parallel project streams.

UX Design Intern

UFF Foods

Oct 2021 - Dec 2021

Remote, India

- Led **end-to-end product design** for three mobile applications simultaneously – from requirements gathering and wireframing through user testing and developer handoff – within a single 3-month engagement.
- Designed reusable **UI component systems** (icons, tab structures, navigation patterns) adopted consistently across all three apps, reducing design debt and accelerating developer build time.
- Maintained visual consistency across all three products while working to tight deadlines in a fast-paced remote environment.

PROJECTS

Pet Companion | *UI/UX Case Study*

Jun 2021 – Sep 2021

- Owned **end-to-end product design** for a mobile companion app – from discovery research and competitive analysis through wireframing, **usability testing**, and final prototype.
- Produced UI components and visual assets; coordinated with developers to ensure accurate handoff and a consistent, high-quality user experience.

EDUCATION

M.Sc. in User Experience Design

University of Lancashire

2025 – 2026 (In Progress)

Preston, United Kingdom

- Working on dissertation: Cross Cultural Perception of Dark Patterns in Online Interfaces
- Project: Designing a QR-based ordering experience for food hall environments. Worked on research-led UX with competitive and thematic analysis, user stories, and ideations.

B.E. in Computer Engineering

University of Mumbai

2018 – 2021

Mumbai, India

- Relevant Coursework: Web Design & Frontend Development, Human-Computer Interaction, Software Development & Testing, Machine Learning & NLP
- Media Head: CSI-DMCE Annual Committee

AVAILABILITY

Available for **part-time** roles (up to 20 hours/week) immediately. Available for **full-time** UX/Product Design roles from **October 2026** upon completion of M.Sc. in User Experience Design at the University of Lancashire.