

Sumeet Gokhale

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SUMMARY

I have experience working with cross-functional teams, right from the early days in my design career. I believe my go-getter attitude and good communication skills, coupled with design industry expertise puts me in a position of high consideration.

EDUCATION

MS UX and Interaction Design, Thomas Jefferson University, Kanbar School of Design GPA: 3.75/4.0 | May 2024

Relevant courses: Essentials of UX design, Information Architecture, Qualitative and Quantitative UX Research, Design Business and Entrepreneurship, Digital Design

BS Product Design – MIT Institute of Design, Pune, India Grade A | Mar 2018

Relevant courses: Design foundation, Ergonomics, Typography, HMI, skin design (CMF), Packaging design

TECHNICAL SKILLS

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- **Software** - Adobe XD, Figma, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Solidworks

EXPERIENCE

System Custom Consultants –Client- Galls | UX UI Designer, Boston, USA Feb 2025 - present

- Leading the complete redesign of Galls.com, enhancing user experience and streamlining navigation to drive a 30% increase in site engagement.
- Heading the UX/UI strategy for a mobile-first approach, improving usability and ensuring a seamless experience across all devices.
- Collaborate cross-functionally with developers and stakeholders to deliver a visually compelling and high-performing website aligned with business goals.

OleOle – UX lead, Los Angeles, USA Aug 2024 - Mar 2025

- Leading user-centric design for OleOle’s mobile and web apps, leveraging research and testing.
- Guiding and mentoring three designers, promoting collaboration and skill development.
- Managing timelines and deliverables, aligning design goals with business objectives for a successful product launching.

Affairmuse – HMI & UX Designer, San Francisco, USA Apr 2023 - Jun 2023

- Streamlined the information architecture of the old website and developed a user experience content strategy.
- Upgraded the features on the primary navigation and redesigned the primary flow of the website.
- Redesigned, developed, and published the website - [AffairMuse](#)

Euman Therapeutics – UX Designer, Mumbai, India Jan 2022 - July 2022

- Led a team of 3 people to manage research and design a mobile application for clinical diagnosis of anxiety and depression.
- Utilized design-thinking methodologies to conceptualize the output with in-depth research based on feedback from stakeholders.
- Created a mobile application using appropriate style guides and incorporated voice interfaces - [Anxio](#)

Studio Glyph - Visual designer, Mumbai, India July 2021 - Dec 2021

- Designed and developed a visual design language for client [Dot & Key](#).
- Rebranded their new launch of vitamin gummies and assisted in creating strong visual communication collaterals.
- Improved the experience of a product segment within the client brand guidelines.
- Created 3D models of a new product segment, supported by its corresponding graphic design.

PROJECTS

Optivento – UX designer, Project manager, Product strategist - [Optivento](#) Sept 2023 - May 2024

- Spearheaded UX design process by leveraging expertise in user research, wireframing, and prototyping to create an intuitive and user-friendly inventory management platform for restaurant owners.
- Led cross-functional collaboration efforts with stakeholders and end-users to gather feedback, iterate on designs, and ensure seamless integration of user-centric features, resulting in a streamlined user experience.
- Demonstrated exceptional creativity and problem-solving abilities by translating complex user needs and business requirements into elegant design solutions.

Nirvana – UX designer, Information architect - [Nirvana](#) Jan 2023 - May 2023

- Leveraged user-centric design principles and behavioral psychology insights to develop the Nirvana meditation app, incorporating variable reward systems to foster habit formation without burdening users.
- Engineered personalized features and adaptive algorithms within Nirvana to tailor meditation sessions to users' schedules, optimizing convenience and effectiveness for seamless integration into daily routines.
- Implemented data-driven iteration processes, utilizing analytics and user feedback to continuously refine and enhance the Nirvana app, ensuring its relevance and efficacy in cultivating long-term meditation habits for a diverse user base