AISHWARYA MOHANKAR

UIUX Designer | UX Research | Healthcare & Mental Health UX

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SUMMARY

I began my career in Architecture, where I discovered that my greatest interest was not just designing spaces, but understanding people, solving complex problems, and creating experiences that improve everyday life. This realization led me to transition into UIUX Design, where I combine research, creativity, and technology to design meaningful digital products. I specialize in UX research and AI-assisted design, with a focus on healthcare and mental well-being products.

SKILLS

Product Design	Product Thinking, User Flows, Information Architecture, Interaction Design, Wireframing, Prototyping
UX Research	User Interviews, Quantitative Research, Qualitative Research, Usability Testing, Secondary Research, Behavioural Insights
UI & Visual Design	UI Design, Visual Design, Design Systems, Responsive Design
Specialization	Healthcare UX, Mental Health UX, Behavioural Design, AI-assisted Design
Tools	Figma, FigJam, Dovetail, Adobe Photoshop, ChatGPT, Claude
Collaboration	Cross-functional Collaboration, Design Handoff, Stakeholder Collaboration, Leadership

PROJECTS

UNORA Student Sleep Transition Companion — Jul 2026 – Sep 2026

- Investigated delayed bedtimes among college students through quantitative research with 200 participants and qualitative research with 15 participants, surfacing the gap between intending to sleep and putting the phone down.
- Led research and information architecture, translating findings into user flows, wireframes, and a physical-digital sleep-transition experience.
- Built a clickable Figma prototype covering 5 key stages (onboarding, wind-down, phone docking, sleep, morning insights) and ran 1 peer-testing round with 7–8 participants.

NEUROHIVE Multisensory Productivity Companion — Jul 2026

- Synthesized secondary research into 3 core pain points (cognitive load, time blindness, task switching) faced by people with ADHD.
- Designed an integrated physical device and companion mobile app using all 5 sensory modalities: visual, auditory, haptic, olfactory, and taste-based.
- Shaped the end-to-end concept and interaction experience, from problem framing to device-app interplay.

SPROUT Self-Growth & Mental Well-being Companion — Jun 2026 – Jul 2026

- Interviewed a therapist to uncover behavioural patterns and opportunities for meaningful progress tracking in mental well-being journeys.
- Designed an AI-assisted progress-tracking experience built around 7 plant-inspired growth stages.
- Iterated the journaling and progress-tracking experience across 2 testing rounds with 5 participants, based on their feedback.

SOCIETY MANAGEMENT PLATFORM Gulmohar Heights (NDA) — Dec 2024 – Jan 2025

- Evaluated fragmented resident workflows and information architecture to identify a simpler resident experience.
- Redesigned the website and companion mobile app using information architecture and progressive disclosure, simplifying resident workflows and improving information discoverability.

EXPERIENCE

UI/UX Design Intern Tars Technologies — Nov 2024 – Feb 2025

- Designed across 15 products spanning e-commerce, society management, news, CRM, diabetes, LMS, government, and marketing.
- Partnered with 1 Product Manager, 1 Team Leader, 1 Operations Head, and 3+ developers across UX research, wireframing, prototyping, workflow structuring, and iteration.
- Shipped 3+ designs/features to production.
- Created production-ready Figma designs and developer-ready specifications for design handoff.

EDUCATION

Bachelor of Architecture (B.Arch.) Smt. Manoramabai Mundle College of Architecture — 2023

ACHIEVEMENTS & PROGRAMS

- UNORA Hackathon: Top 3 team out of 9 participating teams.
- Team Player Award: Ranked among the top 3 team players out of 76 participants.
- Design for Change (DFC) Program: Structured design program and hackathon participation; mentored by Jagadeesh | 2026.
- Career Accelerator Program: Mentored by Anudeep Ayyagari (Ex-Amazon) | 2023–2024.