



AISHWARYA MOHANKAR

UI/UX Designer

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EDUCATION

Bachelor of Architecture (B.Arch.)

Smt. Manoramabai Mundle College of Architecture

2023 Nagpur

SKILLS & TOOLS

SKILLS

UX Research, Product Thinking, User Flows, Journey Mapping, Information Architecture, Interaction Design, Accessibility, Design Systems, Behavioural Design, Healthcare UX, AI-assisted Design, Cross-functional Collaboration

TOOLS

Figma, FigJam, Dovetail, Notion, Adobe Photoshop, ChatGPT, Claude, Gemini, Perplexity

KEY ACHIEVEMENTS

Certificate of Appreciation

Tars Technologies, Nagpur

CERTIFICATIONS

Design for Change (DFC) Program, 2026

Mentored by Jagadeesh

Career Accelerator Program, 2023-2024

Mentored by Anudeep Ayyagari (Ex-Amazon) 2023-2024

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 UI/UX Design, allowing me to combine research, creativity, and technology to build meaningful digital products. I specialize in UX research and AI-assisted design, with a focus on healthcare products with a strong passion for designing mental well-being products that create real-world impact.

PROJECTS

NeuroHive - Multisensory Productivity Companion

07/2026 - Present

- Existing productivity tools often increased cognitive load and made task switching difficult for people with ADHD.
- Conducted secondary research on ADHD, synthesizing findings into three core pain points: cognitive load, time blindness, and task switching.
- Designed an integrated physical device and companion mobile application using all five senses: visual, auditory, haptic, olfactory, and taste-based interactions.
- Designed a solution intended to improve task completion, reduce task-switching friction, and increase daily engagement.

Sprout - Self-Growth & Mental Well-being Companion

06/2026 - 07/2026

- Many people struggle to recognize their personal growth throughout their mental health journey.
- Conducted 1 therapist interview to identify behavioral patterns and opportunities for meaningful progress tracking.
- Designed an AI-assisted progress tracking experience using seven plant-inspired growth stages.
- Designed a solution intended to increase journaling, improve progress-tracking adoption, and encourage long-term self-growth.

Society Management Platform - Gulmohar Heights (NDA)

12/2024 - 01/2025

- Residents experienced fragmented workflows and difficulty accessing important information across the platform.
- Evaluated workflows and information architecture to identify opportunities for a simpler resident experience.
- Redesigned the website and companion mobile application using information architecture and progressive disclosure.
- Designed a solution intended to reduce task completion time, improve discoverability, and increase user satisfaction.

EXPERIENCE

UI/UX Design Intern

11/2024 - 02/2025

Tars Technologies

Nagpur

- Collaborated with product managers, developers, and stakeholders to design user-centred solutions across healthcare, CRM, government, e-commerce, and enterprise products
- Simplified complex information and multistep workflows through UX research, wireframing, prototyping, and iterative usability improvements
- Delivered production-ready Figma designs and developer-ready specifications, ensuring smooth design handoff and implementation