



Sachin Kawa

Product / UX Designer

Open To Relocate

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WORK EXPERIENCE

Product Designer (Contract)

March 2025 - September 2025

ExpertVoice, Salt Lake City, USA

- Optimized PM workflows by simplifying flows and clarifying states, improving completion speed across 200 actions per month and cutting setup time by 80%.
- Performed 15+ sessions combining interviews and task tests, translating insights into clearer navigation and microcopy that improved completion by 60%
- Integrated AI-assisted prototyping and automated repetitive steps with ChatGPT and v0.dev, saving 18 hours per sprint and shortening iteration cycles by 25%.
- Coordinated cross-functionally with product managers and engineers, consistently delivering refined designs ahead of deadlines.

Product Designer (Contract)

September 2024 - February 2025

Verizon, New York

- Developed 20+ Figma components within a governed system to standardize patterns, raising cross-product interface consistency by 95% organization wide.
- Shipped a rebranded order tracker component in Figma and conducted accessibility testing, ensuring 100% WCAG AA compliance for a feature used by millions of Verizon customers.
- Formalized library governance via weekly reviews, reducing rework and accelerating design adoption across 6+ global teams.
- Verified builds post-handoff and filed 10+ Jira tickets, reducing front-end QA time by 20% and preserving design intent.

Product Design Intern

June 2024 - September 2024

ExpertVoice, Salt Lake City, USA

- Delivered a re-engagement flow with the activation team targeting approximately 290,000 expired memberships, clarifying steps and messages to lift returns by 35%.
- Partnered with senior designers, researchers, PMs, and developers in a scrum cadence to refine features in Figma, delivering 3 product updates on schedule and improving on-time delivery by 25%.
- Conducted 20+ user sessions via Pendo and Lyssna, converting insights into prioritized fixes that increased task success by 30% and reduced confusion paths by 20%.
- Systematized reusable patterns and responsive rules to a multi-device system, raising cross-platform consistency by 40% and lowering UI variance across web, mobile, and wearable experiences.

Product Designer

Aug 2022 - June 2024

COHART, San Francisco, CA

- Designed an art price calculator prototype with a 78% accuracy rate, based on user feedback and pricing logic research.
- Analyzed 10+ manual art pricing tools to understand underlying logic and inform a more intuitive user flow.
- Conducted interviews with 50+ artists to uncover pricing behaviors and tailor features to the marketplace's core audience.
- Ran usability tests with 25 participants (including artists, designers, and sculptors), using feedback to refine wireframes. Contributed to their existing design system by adding new 5+ new components and variables as per their brand guidelines.

UI UX Designer

Aug 2020 - Aug 2022

The Data Duck, Mumbai, India

- Boosted PDP conversions 26% through A/B tests on hierarchy, copy, and primary actions for high traffic experiences.
- Executed 20+ interviews and UX audits to prioritize fixes, improving end to end funnel task success by 35% overall.
- Collaborated with a cross-functional team of 5 engineers on iterative designs for a booking system that elevated users by 52%.

LINKEDIN

<https://www.linkedin.com/in/sachin-kawa/>

PROFESSIONAL SUMMARY

Product Designer with 4+ years of experience in interaction design, specializing in design-to-development workflows, multi-product SaaS platforms, and design systems.

In addition to design, I also have experience in HTML, CSS, and JavaScript. This background has aided me in collaborating effectively delivering my design to the front-end engineers ensuring faster product development processes.

EDUCATION

M.S, Human-Computer Interaction —
Indiana University Indianapolis

SKILLS

Design

User-Centered Design, Storyboarding, Information Architecture, Wireframing, Prototyping, Visual Design, Design Systems, Ideation, Usability & User Testing, Business Strategy, Cognitive Psychology, UX Writing, User Research, Designing Experiences and Interactions, Design Documentation, Responsive Design, Mockups, Visual Quality Assurance.

Research

User Interviews, Surveys, Competitive Analysis, Participatory Design, User Flows, Field Observations, Contextual Inquiry, Secondary Research, Ethnographic Research, Rapid Usability Testing, A/B Testing.

Tools

Figma, Adobe XD, Sketch, Pendo, Jira, Lyssna, Hotjar, Illustrator, Photoshop, After Effects, Framer, Miro, Notion, Zeplin.

Coding

HTML, CSS, JavaScript, Python.

AI Tools

Lovable, v0.dev, Subframe, UX Pilot.