

Divya Ravi

Product + Experience
Designer

Contact information:

95383 44707
divya.ravirv@gmail.com

LinkedIn

Portfolio Website

Includes a collection of
my works.

Skills

Software

Photoshop
Figma
Balsamiq
SketchUp
Enscape
Autocad
InDesign

Scripting & Programming Languages

HTML
CSS
Java
JavaScript

Methodology

Design Thinking
Heuristic Evaluation
Usability Testing
Double Diamond
Object Oriented Design

About me

Experience designer with a background in architecture; skilled in designing complex, data-heavy workflows and translating system constraints into clear, scalable interfaces. Have expertise in translating technical and business constraints into clear workflows, scalable UI systems, and high-fidelity prototypes.

Core Competencies

- **UI/UX Design:** Low- and High-Fidelity Prototyping, User Scenarios.
- **Research & Testing:** Usability Testing, Task Analysis, Workflow Design
- **Agile Collaboration:** Cross-functional Teamwork, Stakeholder Communication, Design Systems
- **Technical Skills:** HTML, CSS, JavaScript, Java, Figma, Balsamiq, Photoshop, Indesign

Education

Master of Interaction Design and Electronic Arts |

The University of Sydney | Feb 2023 - August 2024 | *Distinction Average*

- Focus: **Interface Design, Product Design, and Usability Engineering**
- Technical Skills: Front-end Development (HTML, CSS, JavaScript) and Object-Oriented Programming, Design Thinking, Prototyping, User Research. ([Transcript](#))

Bachelor of Architecture |

R.V College of Architecture | August 2017 - June 2022 | *Bangalore, India*

- Accredited Architect with project management experience and a focus on integrating aesthetics, functionality, and sustainability.
- **Internship at BNA (Balan and Nambisan Architects)** working with project leads ensuring alignment with client requirements.

HCI Research Experience

Transparency for Retrieval Augmented Generation (RAG)-based Application [GenAI]

- Conducted user research to understand user trust factors and improve UX in RAG-based applications.
- Designed new features to support transparency, user control with branching of user queries on specific documents.
- Paper published at ACM CHI (CORE A* Conference) –Late Breaking Work **2025***, titled **“Exploring Trust and Transparency in Retrieval Augmented Generation for Domain Experts”**.

Transparency conditions for AI Agents [GenAI]

- Conducted user research on user understanding, verifiability and interactions under different conditions of transparency.
- Paper submitted at ACM CHI Poster **2026**, titled **“Seeing inside AI Agents - How Transparency shapes Human-Agent interactions”**. (under review)

[Skills: *User testing, User study design, Wireframing, Lo-Fi and Hi-Fi Figma prototyping*]

Certification

Coursera Certifications

[Basics of Web Development](#)
(JavaScript, HTML, CSS)

[Google UX Design Specialization](#)

[AI for Everyone](#)

[Generative AI for Everyone](#)

Skills

Project Management:
Team leadership.

Communication:
Verbal/written communication, technical presentations, documentation.

Professional Experience

Lead Experience Designer

Infosys Technologies Limited | March 2025 – Present

- Lead UX designer for a national-scale **Pension Platform**, user flows, and high-fidelity UI to simplify complex workflows and **improve accessibility and task clarity**.
- Collaborated closely with engineering to translate requirements, **resolve design–implementation gaps**, and maintain consistency across modules during development.
- **Led foundational UX research** and competitive analysis for a government IP platform proposal, translating user pain points into a streamlined patent-filing workflow and design direction.
- Contributed to the **eGov DIGIT 3.0** platform, designing intuitive, scalable interfaces for government services used across India.
- Contributed to the **MOSIP** (Modular Open Source Identity Platform), focusing on clear user flows and high-fidelity interface design for identity workflows.

[Skills: [User research](#), [Lo-Fi and Hi-Fi prototyping](#), [Wireframing](#), [Design systems](#)]

Academic Projects

Beach Safe - partnered with Surf Life Saving [unit : Graduation Studio]

- **The project was the stand-out contribution out of the 30 submissions overall, and was showcased in the 2024 USYD ADP Graduate Showcase end of year Exhibition.**
- Designed a mobile app to improve beach safety using location-aware interactions, simplified emergency workflows, and clear risk communication.
- Developed behavior-influence **design principles** to guide decision-making in high-risk beach environments.
- Learned multiple techniques and application of those techniques (*reframing, clustering, themes*).

[Skills: [User-centered design](#), [Design Thinking](#), [Figma Prototyping](#), [User testing](#), [Accessibility](#)]

Tin Sheds Gallery Quest [unit : IDEA Studio 2]

- Led a project to **revitalize community engagement** using innovative archival materials and interactive testing methods.
- Refined concept through a series of **iterative processes**, employing various testing formats including bodystorming.

[Skills: [Engagement framework](#), [Storyboarding](#), [Bodystorming](#), [Backcasting](#)]

Cartoon Encyclopedia [unit : Web Application Development]

- Built a **three-tier data analytics web app** with the MEXN stack (MongoDB, Express.js, Node.js, Vue.js).
- Developed **front-end and back-end for authentication, authorization, and CRUD functions**.

[Skills: [Front-end development](#), [MEXN stack](#), [responsive design](#), [GitHub](#)]