

Debashish Pradhan

I am a **UX Designer** grounded in UX research. I bring my expertise in data analysis, UI development, and web accessibility to shape product UX aligned with business and design requirements.

College Park, MD

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WORK EXPERIENCE

Adobe

HCI Design Researcher

College Park

July 2020 - May 2021

I collaborated with 3 research scientists to design and develop an accessibility assistant called ALLY that produces accessible PDFs.

- Improved speed by 200% and accuracy by 300% in making accessible PDFs by implementing a usable and simplified interface following human-centered design principles.
- Worked with the Spectrum UI design system to design application layout and components.
- Moderated 10 usability sessions to test and evaluate the effectiveness of the ALLY prototype.

Mu Sigma

UI/UX Designer

Bengaluru

Sep 2015 - July 2019

Initiated & contributed to several client projects and internal products involving user interfaces & ubiquitous computing within a cross-functional team of developers, data scientists, and ML engineers.

- Designed, developed, and launched an internal mockup tool for data scientists reducing the time spent creating an analytical dashboard by 80% (4-5 hours to less than 1 hour).
- Moderated 15 usability sessions resulting in the improved overall usability of the mockup tool, growing user base from 176 to 827, increasing visits per day from 51 to 233 (400% increase in adoption rate).
- Worked closely with Sam's Club team (Walmart) and oversaw the development of a Virtual Store experience, which helped the company save \$720K / year on real estate costs.

AWARDS

Laurence B. Heilprin Award
Outstanding Research Paper

College Park, USA
2019-2020

Design Makeathon
Best Design

College Park, USA
Mar 2020

EDUCATION

University of Maryland, College Park
Master of Science in Human-Computer Interaction

College Park, USA
Class of 2021

Jawaharlal Nehru Technological University
Bachelor of Technology in Biotechnology

Anantapur, IND
Class of 2015

SKILLS

Research

Quantitative and qualitative data analysis

Qualitative coding

Interviews

Participatory Design

Contextual Inquiry

Usability testing

Survey Design

Heuristic Evaluation

Accessibility Testing

Design

Wireframes & mockups with Figma and Adobe XD

Motion design with After Effects

Design systems

Pattern library

Design thinking

Design principles

Web Design

Prototyping

Rapid prototyping using Keynote & Figma

3D prototyping

Interactive flow with HTML/CSS/JS

Collaboration

Facilitating design sprints

Storytelling