

Shraddha Kumbhar, UX Designer

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Experience

Instructor and Faculty Assistant, Arts Umbrella, Vancouver 03/2025 – 06/2026

Instructor for Digital Drawing and Painting, Creative Electronics, Digital Photography, 3D Modelling, Video Game Design, and Visual Arts. Faculty Assistant for Graphic Design, Digital Media, 2D Animation, and Architecture.

UX Design Instructor, Emily Carr University of Art and Design, Vancouver 10/2024 – 04/2026

Developed curriculum and taught three courses across the UX Design Certificate and UI Visual Design Micro-Certificate programs. CUXD 212: User Experience Futures - speculative design, AI, AR/VR, and future-facing UX practice. CUXD 210: Data Driven Design - data collection, analysis, and visualization for UX decision-making. CUIF 111: Content Design & Navigation - content hierarchy, information architecture, accessibility and responsive design principles.

UX Designer, BIPOC Foundation, Lethbridge (Remote) 08/2024 – 12/2024

Collaborated with the marketing manager in redesigning the BIPOC Foundation website, conducted a UX audit to identify usability issues and design inconsistencies, and ensured WCAG 2.0 compliance. Delivered responsive Figma designs and implemented them in WordPress, creating reusable components to enhance consistency and support development.

Experience Designer, DashQ, Ottawa (Remote) 05/2024 - 10/2024

Developed experience-driven campaigns with the growth manager, contributing to event planning through mood boards, visual research, and spatial design. Created 3D models, renders, and technical drawings for installations, ensuring production accuracy with fabricators and event managers.

Information Designer, Athabasca University, Athabasca (Remote) 06/2023 - 12/2023

Successfully designed and published the [Community Network Roadmap guidebook](#) to help communities build their own internet networks with little to no prior experience. Created user personas, journey maps, and system maps to inform design decisions. Led iterative feedback sessions with a cross-functional team to refine outcomes and ensure effective communication of design strategies. ([IIID design talk link](#))

Interaction Design Instructor, Emily Carr University of Art and Design, Vancouver 01/2023 - 04/2023

Delivered a comprehensive curriculum for INTD 218 S002: 3D Modelling for Mixed Realities, introducing 20 students to the fundamentals of 3D modeling, MR, VR, and AR. Facilitated iterative learning through peer reviews and collaborative discussions, while promoting socially responsible design practices.

Design Researcher, ECU Health Design Lab (HDL), Vancouver 09/2022 - 04/2023

Led a cross-time zone virtual workshop with healthcare co-design experts to investigate pandemic-driven adaptations and community engagement strategies. Collaborated with researchers from six notable institutions across Canada, US, and UK for synthesizing data using realist review methods and qualitative data analysis software, delivering insights through comprehensive reports. ([Research Paper link](#) | [HDL showcase presentation link](#))

UX Generalist, ISM Creative, Vancouver 01/2022 - 06/2022

Designed interactive AR 3D models for the Humano Health app focused on women's health, translating user insights into actionable design concepts to improve medical training efficiency and knowledge retention. Conducted usability testing, contributed to UI/2D design, and ensured cohesive visual and functional consistency to enhance the overall user experience.

UX Designer, StandardFusion, Vancouver 09/2021 - 12/2021

Led and streamlined UX navigation of task features within Governance, Risk, and Compliance (GRC) software (B2B SaaS product) by conducting UX audits and refining user flow, resulting in significantly reduced decision-making time and enhanced operational efficiency and user engagement.

Social Innovator, Digital Impact Square, A TCS Foundation Initiative, Nashik 01/2020 - 09/2020

Developed interactive prototypes for a hospital management app, applying service design principles to enhance coordination and support among patients, families, doctors, and staff. Spearheaded data analysis of 150 stakeholder interviews, surveys, 8 field studies, and video archives using thematic analysis to identify key user behavior patterns. Translated insights into actionable opportunities and recommendations.

Education

Masters in Interaction

Design, Emily Carr University of Art + Design, Vancouver, 09/2021 - 05/2023

BA (Hons), Product

Design, Nottingham Trent University, UK, 06/2016 - 06/2020

Skills

Design

UX/UI Design, Interaction Design, Systems Thinking, Service Design, UX strategy, User flows, Concept sketches, Journey mapping, Design systems, Infographics, Wireframes, Prototypes, Mockups

Research

Qualitative research, User interviews, Survey analysis, Thematic analysis, Persona hypothesis, Competitor analysis, Stakeholder workshop, Usability testing, Heuristic evaluation,

Tools

Figma, FigJam, Miro, Adobe Suite, Cinema 4D, Blender, HTML, CSS, Visual Studio, Cursor, Google Workspace, Google Analytics, Slack, Basecamp, Atlas.ti, Notion, Claude, Figma Make, Google Stitch, Claude, NotebookLM, Perplexity, Framr, Webflow, WordPress, GitHub