

Radhika Mehra

UX/UI Designer | Product Designer

[linkedin.com/in/radhika-meh/](https://www.linkedin.com/in/radhika-meh/)
radhikameh37@gmail.com
www.radhikadesign.com

Seasoned designer with 7+ years of global experience crafting visually engaging and accessible experiences for diverse audiences, with expertise in inclusive design, user research, design systems, and accessibility across AI, healthcare, education, e-commerce, and SaaS.

EDUCATION

MSc, Informaton Experience Design (HCI) | Pratt Institute Distinction | May 2024
BFA, Graphic Design | Rochester Institute of Technology Summa Cum Laude | Dec. 2018

WORK EXPERIENCE

BORN, a part of Tech Mahindra (E-commerce) Remote | June 2024 - Continue
Associate UX Designer

- Developed UX framework to enhance customer experience for the product’s websites by conducting usability testing, refining design solutions, and applying WCAG accessibility standards.
- Designed branding and marketing materials of Tech Mahindra, ensuring brand consistency and improved accessibility.

Hermonize (Healthcare, EHR mobile) Remote | September 2023 - February 2024
Product Designer Intern

- Designed end-to-end MVP features for the [Hermonize app](#), including analytics dashboards that improved thyroid patient self-management, resulting in a 25% increase in beta user engagement.
- Developed 16+ reusable Figma components for a scalable design system, streamlining design to development handoffs and ensuring consistent, accessible UI patterns.

Pratt Center for Digital Experience (B2C Platforms) Remote | March 2023 - May 2023
UX Consultant

- Reduced onboarding time for self-help motivational music with AI by 50% (30s → 15s) and improved engagement in [Affirmation Studio](#) mobile app through user testing and UI simplification.

Global University System (GUS) Global Services (SaaS Platforms) India | August 2020 - May 2022
Assistant Manager - Graphic Design

- Led the redesign of websites, brochures, and marketing materials for online education brand Edology India and its partner institutions, including Brunel University and London School of Business.
- Developed and optimized digital campaigns across various platforms, including social media, illustration, advertising, brand & identity to enhance brand recognition and engagement.

Center On Access Technology, RIT (SaaS Platforms) Rochester, New York | May 2019 - February 2020
UX/UI Designer

- Enhanced a mobile museum tour app for deaf and hard-of-hearing visitors by delivering exhibit information using sign language interpreters and captions.
- Researched and designed mobile interfaces and marketing videos to improve access to telecommunications relay services for deaf.
- Developed an inclusive classroom interaction system using Automatic Speech Recognition tailored to Deaf culture.

Research Assistant - Part-time Rochester, New York | September 2018 - December 2018

- Research and designed a user-friendly AR interface for VUZIX and HoloLens, enabling real-time sign language interpretation and captions to improve deaf accessibility.

Graphic Design Intern Rochester, New York | May 2017 - December 2018

- Designed and developed graphics for websites, mobile applications, banners, logos, flyers and interactive design projects to improve educational experiences for deaf and hard-of-hearing individuals.

VOLUNTEER

Virtual Health Africa (Healthcare, EHR website app) Remote | September 2025 - Continue
Director of UX Design Lead - Pro bono

- Led UX strategy to improve clinic workflow efficiency and user satisfaction, ensuring shareholder alignment and user-centered outcomes.
- Built responsive, accessible UI components integrated with backend systems, reducing engineering handoff friction and improving release speed for a team.
- Lead a team of 5 designers and 3 engineers in using best practices in design system, accessibility and user-centered design, effectively reducing friction in handoffs.

- Designed a scalable telehealth platform for rural African clinics, prioritizing accessibility and remote care delivery.
- Built and maintained a WCAG-compliant Figma design system with 500+ variants and 130+ reusable components, standardizing UI patterns across products.
- Integrated accessibility standards across workflows, ensuring user-friendly and consistent interfaces.
- Streamlined design processes by centralizing UI components, saving an estimated 100+ hours per quarter for the design and engineering team.
- Led design reviews and collaborated with engineers to ensure pixel-perfect implementation of UI designs.

SKILLS

Design User Flows, Wireframing, Prototyping, Mockups, Visual Design, Interaction Design, Branding, Style Guide
Research User Research, User Interviews, Competitor Analysis, Heuristic Evaluation, Usability Testing, WCAG
Technical Figma, Adobe Photoshop, Illustrator, Adobe InDesign, Adobe XD, Visual Studio Code, HTML, CSS, JS
Specialization in Design System, Digital Accessibility, AI Conversation Design, Graphic Design

AWARDS & RECOGNITION

Excellence in Academic Achievement Award Pratt Institute	2024
Pratt Circle Award Pratt Institute	2024
Best Individual Project - 2nd Pratt Institute	2023
Best Debut Global University System (GUS) Global Services	2021
Student Employee Impact Award Center On Access Technology, RIT	2019
Ruth Gutfrucht Award Rochester Institute of Technology	2018
Outstanding Undergraduate Scholar Award Rochester Institute of Technology	2017