

# Radhika Mehra

UX Designer | Accessible Design Systems Expert

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Versatile Product Designer with 7+ years of global experience specializing in design systems, accessibility, and UX research across industries including healthcare, SaaS, AI, and education. Proven success in delivering inclusive, scalable digital products by leading cross-functional teams and embedding accessibility into core UX/UI workflows. Expert in creating reusable UI components, and driving user-centered innovation through iterative research and testing.

## Experience

### BORN, a part of Tech Mahindra (E-commerce)

Associate UX Designer

Hybrid | June 2024 - Present

- Developed a user-centered UX framework improving website usability testing and resolving 64% of key WCAG compliance issues.
- Developed branding and marketing materials using Adobe Suite that increased digital engagement by 15% through consistent, accessible, and inclusive design.

### Hermonize (Healthcare, EHR mobile app)

Product Designer Intern

Remote | September 2023 - February 2024

- Led design of end-to-end MVP features for a patient-facing EHR app, including analytics dashboards for thyroid self-management—boosting beta user engagement by 25%.
- Developed and documented 16+ reusable components within Figma, contributing to a scalable design system with WCAG-compliant, accessible UI patterns.
- Conducted usability testing and user research, iterating on designs to improve patient outcomes and satisfaction.

### Pratt Center for Digital Experience (B2C Platforms)

Product Designer

Remote | March 2023 - May 2023

- Reduced [Affirmation Studio](#) onboarding time by 50% (30s → 15s) through inclusive UI simplification and user testing, while enhancing engagement with clearer AI feature guidance.

### Global University System (GUS) Global Services (SaaS Platforms)

Assistant Manager - Graphic Design

India | August 2020 - May 2022

- Led the design and redesign of digital experiences for Edology India and partner universities including Brunel University and London School of Business improving accessibility and brand consistency across web platforms.
- Created UX/UI and brand marketing assets that increased user engagement and strengthened visual communication across digital channels.

### Center On Access Technology, RIT (SaaS Platforms)

UX/UI Designer

Rochester, New York | May 2019 - February 2020

- Enhanced a mobile museum tour app for deaf and hard-of-hearing visitors by delivering exhibit information using sign language and captions.
- Researched and designed mobile interfaces and marketing videos which increased awareness of telecommunications relay services for deaf users.
- Developed an inclusive classroom interaction system using Automatic Speech Recognition tailored to Deaf culture, which enabled real-time captioning.

## Research Assistant – Part-time

Rochester, New York | September 2018 – December 2018

- Researched and developed UI for tools supporting deaf and hard-of-hearing users including an ASR-powered classroom assistant and a relay service app, focusing on inclusive design.
- Delivered an accessible AR interface with real-time sign language interpretation for VUZIX and HoloLens, integrating innovative technologies to enhance user experiences.

## 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 Healths Africa (Healthcare, EHR website app)

#### Director of UX Design Lead – Pro bono

Remote | September 2025 – Present

- Led UX strategy and user-centered design for a telehealth platform with focus on accessibility, and improving clinic workflow efficiency and user satisfaction alignment with shareholder goals.
- Built responsive, accessible UI components integrated with backend systems, reducing handoff friction and improving release speed for a team by 30%, saving 120+ hours quarterly.
- 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.

#### Design System Lead – Pro bono

Remote | April 2025 – September 2025

- Built WCAG-compliant Figma design system with 500+ variants and 140+ reusable components, standardizing UI patterns across products, saving 100+ hours per quarter for the team.
- Standardized UI patterns across rural telehealth platforms for rural African clinics, improving usability and accessibility for remote care delivery.
- Integrated digital accessibility standards and user-centered workflows, achieving 95% compliance and improving user engagement across all product workflows.

## Skills

**Design** User Flows, Wireframing, Prototyping, Interaction Design, Branding, Style Guide

**Research** User Research, User Interviews, Competitor Analysis, Heuristic Evaluation, Usability Testing, WCAG

**Technical** Figma, Adobe Photoshop, Illustrator, InDesign, Adobe XD, Visual Studio Code, HTML, CSS, JS, Miro

**Specialization in** Design System, Digital Accessibility, AI Conversation Design, Graphic Design, Frontend

## Education

M.S Information Experience Design (HCI) | Pratt Institute

Distinction | May 2024

B.F.A Graphic Design | Rochester Institute of Technology

Summa Cum Laude | December 2018

## Awards & Recognition

Excellence in Academic Achievement Award | Pratt Institute

2024

Pratt Circle Award | Pratt Institute

2024

Best Individual Project – 2nd | Pratt InfoShow

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