

Radhika Mehra

UX/UI Designer | Product Designer

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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. Passionate about creating inclusive, reusable UI components and driving user-centered innovation through iterative research and testing.

WORK EXPERIENCE

Tech Mahindra (E-commerce)

Associate UX Designer

Hyrid | June 2024 - Continue

- Documented a user-centered UX framework improving a hardware product's website usability testing and resolving 64% of key WCAG compliance issues.
- Developed branding and marketing materials, increasing digital engagement through consistent, accessible design practices.

Hermonize (Healthcare, EHR mobile app)

Product Designer Intern

Remote | September 2023 - February 2024

- Led end-to-end product design of MVP features for a patient-facing EHR app, including analytics dashboards for thyroid self-management, boosting beta user engagement by 25%.
- Created and documented 16+ reusable Figma components contributing to a scalable design system with WCAG-compliant, design system used across product features.
- Conducted user research, usability testing and, iterative design improving patient outcomes and satisfaction.

Pratt Center for Digital Experience (B2C)

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 Service India (SaaS)

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 designs, brand visuals and brand marketing assets that increased user engagement and strengthened visual communication across the digital channels.

Rochester Institute of Technology - Center on Access Technology (SaaS)

UX/UI Designer

Rochester, New York | May 2019 - February 2020

- Conducted user research and interface design for mobile apps and marketing videos to improve access to telecommunications relay services for deaf and hard-of-hearing users.
- Developed an inclusive classroom interaction system using Automatic Speech Recognition tailored to Deaf culture, integrating accessibility into the learning environments.
- Enhanced a mobile museum tour app for deaf visitors by delivering exhibit information using sign language and captions.

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, applying inclusive design principles.
- 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.

VOLUNTEER

Virtual Health 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, translating complex, high-stakes clinical workflows into clear, scalable, and accessible product experiences aligned with shareholder goals.
- Architected design frameworks and reusable UI systems integrated with backend systems, accelerating delivery by 30% and saving 120+ hours per quarter by reducing handoff friction.
- Facilitated cross-functional collaboration ensuring pixel-perfect implementation and consistent UX through design system and accessibility best practices.

Design System Lead - Pro bono

Remote | April 2025 - September 2025

- Built WCAG-compliant Figma design system with 500+ variants and 140+ reusable UI 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 accessibility standards into creative, user-centered workflows, achieving 90% WCAG compliance and increasing engagement across all product experiences.

EDUCATION

MSc, Information Experience Design (HCI) | Pratt Institute

Distinction | May 2024

BFA, Graphic Design | Rochester Institute of Technology

Summa Cum Laude | December 2018

SKILLS

Design: Accessibility design, Inclusive Design, Human centered design, User experience design, User interface design, Product Design, Design Thinking, Interaction Design, Information Architecture, Personas, User journey mapping, Responsive design, Strategic design, Design Systems, Service Design, Branding & Visual design, Style Guide & UI Guidelines

Research: Customer experience design, User Research, User Interviews, Competitor Analysis, Heuristic Evaluation, Usability Testing, Accessibility Audits (WCAG), Systems thinking, Benchmarking, Task analysis

Technical Figma, Adobe CC (Photoshop, Illustrator, InDesign, XD, Lightroom, AfterEffect) Visual Studio Code, HTML, CSS, JS (Basic), Keynote, Google Drive - Slides

Specialization in Design System, Digital Accessibility, AI Conversation Design, Graphic Design, Inclusive Design