

Radhika Mehra

UX/UI Designer | Product Designer

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

WORK EXPERIENCE

Tech Mahindra (E-commerce Platforms)

Associate UX Designer

Hyrid | June 2024 - Present

- Created and documented a user-centered UX testing framework for a hardware product website, resolving 64% of identified WCAG 2.1 AA compliance issues across critical user journeys.
- Crafted engaging digital assets for web and marketing initiatives, improving brand consistency and increasing average session duration by 58%.

Hermonize (Healthcare, EHR mobile app)

Product Designer Intern

Remote | September 2023 - February 2024

- Led end-to-end design of MVP features for a patient-facing EHR platform, including thyroid self-management dashboards, contributing to a 25% lift in beta user engagement.
- Conducted generative research and iterative usability testing to optimize task completion efficiency and directly inform product roadmap decisions.
- Established foundational UI components and patterns that improved consistency and accelerated feature development.

Pratt Center for Digital Experience (B2C Platforms)

Product Designer

Remote | March 2023 - May 2023

- Redesigned core navigation flows for [Affirmation Studio](#) app, reducing task completion time by 50% (30s → 15s) through iterative usability testing and UI simplification, while enhancing engagement with clearer AI feature guidance.

Global University System (GUS) Global Services India (SaaS & EdTech Platforms)

Assistant Manager - Graphic Design

India | August 2020 - May 2022

- Led the UX/UI and visual design initiatives for Edology India and partner universities including Brunel University and London School of Business improving accessibility and brand consistency across web platforms.
- Designed brand identity systems, digital graphics and cross-channel marketing assets that enhanced visual communication and drove higher user engagement.

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

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.

UX/UI Designer Intern

Rochester, New York | May 2017 - December 2018

- Researched and designed 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.
- Produced digital graphics and interactive assets for educational technologies, websites, and mobile applications supporting inclusive learning experiences.

VOLUNTEER EXPERIENCE

ServeSaathi (AgeTech website & mobile app)

Product Designer - Pro bono

Remote | February 2026 - Present

- Defined MVP product experience for a multi-sided senior care aggregator platform, mapping intuitive end-to-end user journeys for seniors, administrators, and providers.
- Simplified complex service navigation into intuitive user flows, improving platform discovery and increasing onboarding completion rates by 72%.
- Built a scalable design system, ensuring consistency across the cross-platform consistency reducing design to development handoff time by 40%.

Virtual Health Africa (Healthcare, EHR website & mobile app)

Director of UX Design Lead / Design System Lead - Pro bono

Remote | April 2025 - Present

- Directed UX strategy and user-centered design for a telehealth platform, translating high-stakes clinical workflows into clear, scalable, and accessible product experiences.
- Built a WCAG-compliant Figma design system with 640+ variants and 220+ reusable UI components, standardizing UI patterns across multiple healthcare products and saving 100+ hours per quarter.
- Architected reusable design frameworks and UI systems, accelerating delivery by 30% and saving more than 120 hours per quarter through reduced design and engineering handoff friction.
- Facilitated cross-functional collaboration across product, engineering, and leadership teams to ensure consistent implementation, accessibility compliance, and design quality.

EDUCATION

MSc, Informaton 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