Nitish Srujan

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EDUCATION

DePaul University Chicago, IL
Master of Science in Human Computer Interaction *Jan. 2024 – Nov. 2025*

CMR Institute of Technology Bengaluru, India
Bachelor of Engineering *Aug. 2019 – May 2023*

SUMMARY

Product & UX Designer with a background in visual design, human-centered research, and interaction design. Skilled in translating complex requirements into clear, intuitive digital experiences across enterprise, education, and agency environments. Experienced in workflow optimization, usability testing, and cross-functional collaboration. Adept at balancing user needs with business goals to deliver scalable, accessible, and visually coherent solutions.

EXPERIENCE

Visual Designer Sep. 2024 – Nov. 2025
The Art School, DePaul University *Chicago, IL*

- Redesigned internal communication and academic assets, improving clarity and accessibility for students, faculty, and administrative teams.
- Improved figure-model payment workflows by restructuring forms to reduce processing time and administrative overhead.
- Developed visual systems and templates supporting large-scale academic events and departmental communication.
- Facilitated alignment across faculty, student coordinators, and staff to identify content gaps and optimize document usability.
- Built reusable component libraries enabling non-design teams to maintain consistent quality in future communications.

UX Designer Sep. 2023 – Dec. 2023
VNB Consulting Services Inc *Bengaluru, India (HQ: New Jersey)*

- Designed end-to-end user flows, wireframes, and high-fidelity prototypes for three enterprise applications, aligning solutions with stakeholder requirements and Agile sprints.
- Designed UX flows for HR and Real Estate enterprise tools, translating complex operational logic into clear, efficient user journeys.
- Improved core workflows by reducing clicks and restructuring navigation paths, directly decreasing time-on-task for associates.
- Led design documentation and iteration cycles using Azure DevOps and Agile collaboration.
- Conducted requirement analysis and stakeholder interviews to ensure solution feasibility and functional clarity.
- Delivered prototypes that improved client satisfaction and reduced development rework.

UX Designer Sep. 2022 – Sep. 2023
WeStorytellers Pvt Ltd *Bengaluru, India*

- Produced digital storytelling solutions including micro-sites, interactive infographics, and visual campaigns for IT-sector clients.
- Applied UX principles to narrative design, increasing campaign engagement by 30%.
- Simplified complex technical topics with accessible visual framing, improving content comprehension.
- Partnered with marketing and strategy teams to align user needs with brand outcomes.
- Created modular design systems for scalable use across client campaigns.

Project Intern Feb. 2023 – Mar. 2023
Sumadhura Infracon Pvt Ltd *Bengaluru, India*

- Conducted on-site workflow observations and stakeholder interviews to identify operational bottlenecks, contributing to process improvements that increased efficiency by 25%.
- Supported the development of sustainable construction plans by analyzing requirements from workers, supervisors, and site engineers.

- Assisted in documenting daily progress, material usage, and task dependencies to improve transparency and communication across teams.
- Collaborated with senior engineers to refine structural layouts and ensure alignment with safety and compliance guidelines.
- Prepared visual summaries and simplified technical documentation to improve cross-team understanding of project updates.

Engineering Intern
Aug. 2022 – Nov. 2022

iBuild Building Solutions — *Remote (Australia)*

- Created 3D interior and structural layout prototypes in Revit, strengthening clarity in client presentations and improving design communication.
- Collaborated with architects and engineering teams to refine early-stage models based on feasibility, user needs, and spatial efficiency.
- Evaluated design requirements and contributed user-centered recommendations for optimizing layout usability and function.
- Assisted in preparing client-ready visual documentation, improving accessibility of technical concepts for non-technical stakeholders.
- Supported the design review cycle by identifying inconsistencies in modeling outputs and proposing adjustments aligned with project constraints.

LEADERSHIP

Mentor
Nov. 2022

UNESCO India-Africa Hackathon — *Greater Noida, India*

- Guided a multidisciplinary international team from over 22 countries in designing solutions for real-world challenges, fostering user-centered problem-solving and cross-cultural collaboration.

TECHNICAL SKILLS

Design & Research: User Research, Wireframing, Rapid Prototyping, Usability Testing, Information Architecture, Interaction Design
Tools: Figma, Play, Rive, Adobe XD, Adobe Photoshop, Webflow, Atlas.ti, Useberry, Qualtrics, Revit
Collaboration: Agile workflows, cross-functional communication, presenting design rationale, design critique

AWARDS & ACHIEVEMENTS

- 1st Place, National-Level AICTE Chhatra Vishwakarma Awards (2020) — Recognized for innovative problem-solving and solution design.
- 2nd Runner-Up, National Project Management Institute Game-A-Thon (2020)
- Finalist, FKCCI Manthan Innovation Challenge (2021).
- Finalist, Toycathon (Ministry of Education, Innovation Cell & AICTE, 2021).
- Finalist, Smart India Hackathon (2020).