Avnish Poonia

I'm a **product designer** who leverages insights from human psychology, user research, and design principles to address complex user challenges and enhance design solutions.

Work Experience

Lead UX Designer | Akounto (2022 - 2024)

June 2022 - August 2024

Website Link

Led the redesign and user experience upgrade of Akounto's accounting software, moving from version 1 to 2. Simplified complex workflows for invoicing, taxation, and bank integration, and restructured the information architecture for 100+ internal pages.

Key Contributions:

- Redesigned sign-up, sign-in, and password recovery flows with two-factor authentication.
- Implemented a multi-language model, expanding the app to 3 languages and 10+ global markets.
- Led a team of 3 UX designers and 1 graphic designer, creating responsive designs for mobile and web.
- Designed for iOS and Android, covering 200+ modules and resolving 2,000+ design/UI issues.
- Integrated 100+ new features and optimized 1,500+ existing features.
- Spearheaded product expansion into international markets.

UX Designer | Trekhopes

Jan 2024 - Aug 2024

Website Link

Worked on the complete website design for Trekhopes, a travel booking company offering holiday packages, flight bookings, trip planning, and more.

Key Contributions:

- Designed the entire UI and UX for the website, including creating a comprehensive design system and design guidelines.
- Developed a responsive design for seamless user experiences across devices.
- Created the information architecture and navigation flow to optimize the booking process and enhance user interaction.
- Collaborated with developers, content teams, and the accounting team to ensure cohesive design implementation and product functionality.

Product Design Intern | Syska

<u>Jan 2022 - June 2022</u>

Project Link

Contributed to the development of 4 smartwatch projects and supported the 'Make in India' campaign with an 80% contribution to in-house product development.

Key Contributions:

- Played a significant role in developing the Polar SW300 smartwatch and the Syska Sports Fit app.
- Conducted user persona evaluations and restructured information architecture, resulting in a 50% improvement in user navigation speed.
- Designed over 100+ watch faces and collaborated with the core development team on product development.
- Proposed a new lighting system for the Pelican dry iron, enhancing user safety and human factors, which was adopted by the team.
- Led qualitative and quantitative research for the Pelican dry iron project, including market research and competition analysis.

System Design Project | MIT Institute of Design (MITID) Hostel Management

<u>Jan 2021 - June 2021</u>

<u>Project Link</u>

Developed a digital application and information kiosk to streamline hostel facility management at the MITID Loni-Kalbhor campus. The project aimed to improve communication, simplify complaint registration, and provide students and staff with easy access to essential information

Key Contributions:

- Designed a mobile app and information kiosk to optimize hostel services such as cleaning, plumbing, and complaint management.
- Applied UX design principles, creating wireframes, prototypes, and mockups to enhance user experience for students and hostel management.
- Conducted user interviews, persona development, and user journey studies to address challenges in service coordination and communication.
- Created an intuitive interface for the information kiosk to provide students with realtime access to vital information like attendance, maintenance schedules, and fee notices.

Freelance Designer | Decathlon India

<u>March 2021 - June 2021</u>

Collaborated with Decathlon Sports, creating innovative designs for sports apparel.

Key Contributions:

- Won first prize in the FLX T-shirt design competition, demonstrating strong design skills and creativity.
- Designed T-shirts for six IPL teams, showcasing versatility and a deep understanding of diverse design needs within the sports industry.

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Portfolio LinkedIn Dribbble Medium

Education

Iowa State University

Master's in Human-Computer Interaction

2024 - 2026

Major: Human Computer Interaction

MIT Institute of design Bachelor's Of Design (Product Design)

2018 - 2022

A-Grade

Major: Product Design

Certification

Human-Centered Design - UC, San Diego Link

UX Research: Going Guerrilla Link

Build Wireframes and Low-Fidelity Prototypes, Google <u>Link</u>

Start the UX Design Process: Empathize, Define, and Ideate, Google <u>Link</u>

Foundations of User Experience (UX) Design, Google Link

Awards & Participation

Association of Designers of India 2021

First Prize, Category in Bamboo: Recognized for designing an eco-friendly product using sustainable bamboo materials.

Decathlon India 2021

First Place Winner, Category: Won the FLX City Jersey Design Contest, showcasing creativity in sportswear design.

Pearl Academy Product Design Competition, 2018

Awarded for developing an innovative product made from recycled plastic bottles.

MIT Creeya Incubator Program Selection

Selected for developing a portable bamboo furniture kit, demonstrating sustainable design and problem-solving.

Skills

- Human Factors UX Research Usability Testing
- Design Thinking Wireframing Interaction Design
- Information Architecture Prototyping Persona
 Development Problem Solving User Psychology
- Market Research Rapid Prototyping User Journey
 mapping Analysis Wireframing Quantitative
 Research Qualitative Research Product Testing, A/B
 Testing Responsive Design Mobile Application Web
 Portal Design

Software

- Figma Photoshop Illustrator Miro Fusion 360
- Keyshot Rhino Jira Confluence

Extracurricular Activities

- Star Boxing Club: Former Member
- Extreme Badminton Club: Former Member
- Jaipur Football Club: Former Player
- Undergraduate College Football Team: Team Member