

Mugdha Joshi

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Experience

Assistant Professor

MIT WPU College

Pune, India

Jul 2026 – Present

- Teach User Interface and User Experience Design (UI/UXD), integrating AI-assisted design workflows, user research, information architecture, wireframing, prototyping, usability testing, and responsible AI practices.
- Conduct and evaluate assignments, practical assessments, and examinations while mentoring students on real-world UI/UX projects and effective use of emerging AI tools in the design process.

JobScout

UI/UX Volunteer Designer

Raleigh, United States

Aug 2024 – Dec 2024

- Led the end-to-end UX design process for a job search platform, conducting user research, usability testing, and A/B testing that reduced user drop-off by 25% and increased completed job applications by 35%.
- Designed intuitive user flows, wireframes, high-fidelity interfaces, and interactive prototypes in Figma, improving job discoverability and the overall application experience.
- Built a scalable design system using Figma Auto Layout, component properties, variables, and interactive prototypes, ensuring UI consistency and an efficient developer handoff.

FMX Company

UX Designer (Capstone Project)

Raleigh, United States

Jan 2024 – Apr 2024

- Led a team of 5 UX designers, collaborating with product managers, developers, and stakeholders to redesign dashboard experiences and improve overall usability.
- Conducted user research and heuristic evaluations to identify usability issues, redesigning navigation and information architecture to improve data retrieval speed by 30%.
- Designed user flows, high-fidelity interfaces, and interactive Figma prototypes using Auto Layout, variables, and reusable components to create a scalable and consistent design system.

Selective Projects

Skill-O-Gram

- Conducted user research, developed personas, and designed user flows, wireframes, and high-fidelity prototypes in Figma for a peer-to-peer learning platform with a gamified skill-point system.
- Performed A/B testing and usability testing to validate design decisions, iterating on the experience to improve user engagement and learning outcomes.

Thrive Ventures

- Conducted user research and designed an accessible mobile experience supporting formerly incarcerated individuals through AI-assisted guidance, personalized profiles, and event discovery.
- Created user flows, high-fidelity interfaces, and interactive Figma prototypes, focusing on intuitive navigation and user-centered design principles.

Education

North Carolina State University

Master of Science: Computer Science

Raleigh, United States

Aug 2023 – May 2025

Savitribai Phule Pune University

Bachelor of Engineering: Computer Science and Engineering

Pune, India

Jul 2017 – May 2021

Certifications

- User Research and Design:** Minnesota, **Introduction to Psychology:** Yale, **Google UX Design Certificate:** In Progress

Skills

Product Design: End-to-End Product Design, Interaction Design, Design Systems, Information Architecture, User Flows, Wireframes, High-Fidelity Mockups, Interactive Prototypes, Typography, Visual Hierarchy, Motion, WCAG Accessibility.

AI Research: AI-Assisted Workflows (Cursor, Claude Code, Figma MCP, ChatGPT, Claude, V0), User Research, Usability Testing, Journey Mapping, Heuristic Evaluation.

Tools Collaboration: Figma, FigJam, Framer, Adobe Creative Cloud (Illustrator, Photoshop), Sketch, Miro. Cross-functional partnership with Product Engineering; Agile/Scrum.