

Pravin Chaudhari

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Professional Summary

User Experience Designer with hands-on experience designing intuitive, user-centered interfaces for complex digital products. Skilled in user research, information architecture, interaction design, and usability testing, with experience collaborating closely with designers, product managers, and engineers. Passionate about simplifying complex systems into clear, efficient, and accessible user experiences.

Experience

UX/UI Designer, Flickstar Inc - USA, Remote July 2024 – Nov 2025

- Designed intuitive end-to-end user experiences by translating complex product requirements into clear user flows, wireframes, and interfaces.
- Conducted iterative design exploration and usability validation to improve interaction clarity, accessibility, and overall user experience.
- Collaborated closely with product managers and developers to ensure design feasibility, consistency, and smooth implementation across the app.

Freelancer, Self-Employed Jan 2024 – Present

- Supported multiple international clients by designing user-centered digital experiences grounded in user research, clear problem definition, and structured information architecture.
- Translated complex and abstract ideas into intuitive user flows, wireframes, and high-fidelity UI designs, ensuring clarity, accessibility, and ease of use across web and mobile platforms
- Improved overall usability through iterative design, feedback cycles, and close collaboration with stakeholders, resulting in high client satisfaction and repeat engagements.

UX/UI Designer, Roommeet Oct 2023 – Apr 2024

- Researched user needs and behaviors for a smart room and roommate rental system, focusing on discoverability, matching logic, and communication clarity.
- Designed user flows, wireframes, and high-fidelity UI for an Android application, emphasizing usability and information structure.
- Led design planning and coordination as Project Manager, collaborating with cross-functional teams and contributing to 3 internationally published research papers.

Skills

Technical: Figma, Adobe XD, Sketch, Miro, HTML/CSS

Design: Information Architecture, User Flows, Wireframing, Prototyping, User Research, Usability Testing, Design Systems, Responsive Design, Mobile App Design, Accessibility Design, Interaction Design

Collaboration: Agile Development, Cross-functional Collaboration, Slack

Education

Savitribai Phule Pune University Dec 2021 – May 2024
BE in Information Technology , GPA: 3.7/4.0

Maharashtra State Board of Technical Education May 2019 – July 2021
Diploma in Computer Engineering , Percentage: 93.20