

SHLOK SHRIKANT BELGAMWAR

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SUMMARY

CS engineer turned UX designer pursuing an M.S. in Information Experience Design at Pratt Institute. Focused on research-driven design where understanding users, systems, and context is what makes the solution work. Experience spans usability testing, ethnographic research, design systems, and end-to-end product design across mobile, web, and enterprise tools. A technical background in CS keeps research, design, and implementation connected.

SKILLS

Design: User-Centered Design, Visual Design, Interaction Design, Information Architecture, User Flows, Wireframing, Prototyping, Mobile and Web Design, Design Systems, Accessibility (WCAG 2.1 AA)

Research: Usability Testing, Evaluative Research, Ethnographic Research, Contextual Inquiry, Customer Feedback, Research Synthesis, Affinity Mapping

Collaboration: Cross-Functional Collaboration, Stakeholder Presentation

Tools: Figma, FigJam, Framer, Webflow, Adobe Creative Suite, HTML, CSS, Python, AWS, Git

EXPERIENCE

UX Designer / UX Research Contributor

Fall 2025

Pratt DX Center, MedLaunch Concepts, Brooklyn, NY

- Evaluated and redesigned the DNV Healthcare Portal Surveyor Tool, a compliance platform used by healthcare surveyors across clinical workflows.
- Conducted 8 moderated usability sessions across key workflows including survey creation, agenda planning, navigation, and compliance finding submission.
- Translated recurring pain points into structured findings and design recommendations addressing workflow friction, cognitive load, and task clarity.
- Recommended clearer workflow guidance, stronger status visibility, faster editing patterns, and consolidation of redundant submission flows based on observed user friction.
- Collaborated within a 4-person UX team to present research findings and design decisions clearly to the client.

UI/UX Design Intern

Dec 2024 – Mar 2025

eZpedal, Pune, India

- Designed key product flows for the company's flagship application, improving the structure and clarity of core user interactions.
- Contributed to the website redesign with a focus on clearer navigation, accessibility, and a more intuitive customer-facing experience.
- Worked across three distinct surface areas (product app, internal dashboard, and website), keeping both usability and build feasibility in mind throughout.

UI/UX Designer & Web Development Intern

Jan 2025 – Mar 2025

Kiwi Stays, Remote

- Redesigned the website experience in Figma to improve content hierarchy, navigation flow, and overall usability.
- Designed and launched a live Framer website with the founder, which served as the company's primary digital presence before the business shifted to offline customer acquisition.
- Structured layouts and content so visitors could quickly understand what Kiwi Stays offered and feel confident enough to explore further.
- Took the site from design to implementation, working directly in Framer to turn decisions into a live product.

UI/UX Designer

Jun 2024 – Sep 2024

Refero, Remote

- Designed core product flows for a referral platform built to reduce the time and friction employees face when submitting job referrals.
- Restructured the interface to surface the most relevant referral information upfront, streamlining the submission flow.

PROJECTS

Older Adults' Urban Mobility in NYC

Jan 2026 – June 2026

Pratt Institute, INFO-649 Practical Ethnography for UX, partnered with Woven by Toyota

- Conducted an ethnographic research project on older adults' urban mobility as part of a 4-person team, running generative field research, contextual interviews, and behavioral observation across NYC transit environments.
- Synthesized physical, emotional, and cognitive friction patterns into structured research findings, developing personas, journey maps, and HMW statements that directly informed design direction.
- Presented research findings with inline back-references to prior data, structuring talking points for clarity and stakeholder alignment.

Weee! Grocery App Design System

Jan 2026 – June 2026

Pratt Institute, INFO-672 UX Design Systems

- Built a comprehensive design system in Figma for the Weee! grocery app, rationalizing a Material Design 3 starter kit down to 9 semantic type styles with custom JSON token files for typography and icon components.
- Developed Figma console scripts using async APIs to automate token application and component documentation across the library.

Visualizing Student Loan Debt

Fall 2025

Pratt Institute, INFO-643 Information Architecture & Interaction Design

- Designed a mobile app to help borrowers understand repayment options through clear data visualization and guided decision flows.
- Conducted desk research, contextual inquiries, and usability testing, creating personas, IA diagrams, wireframes, and interactive prototypes in Figma and Framer.
- Validated high-fidelity screens through 3 moderated usability sessions, surfacing actionable improvements to repayment visualization clarity, loan dictionary scannability, and data deletion communication.

PUBLICATIONS

[Democratizing Medical Imaging: Knowledge Distillation for Lightweight Multi-label AI Models.](#)

ICT for Intelligent Systems (ICTIS 2025), Springer, 2026.

[Fast Gradient Sign Method \(FGSM\) Variants in White Box Settings: A Comparative Study.](#)

IEEE International Conference on Inventive Computation Technologies (ICICT), 2024.

EDUCATION

M.S. Information Experience Design (IXD)

Expected May 2027

Pratt Institute, Brooklyn, NY

B.E. Computer Science Engineering

Jun 2025

Savitribai Phule Pune University, Pune, India