Adhiti Chundur
UX & Visual Designer

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Experience

Product Designer, Offerup
August 2024 - December 2024

- Collaborated with 1 PM and 4 engineers to lead the design of a new Community feature for the OfferUp mobile app that contributed to a 20k increase in incremental app sessions within the first month of launch in Seattle
- Users' app session length is currently 5,000% higher for those visiting the new Community feature, with an upward trend for users' return rate
- Defined and delivered features for the OfferUp marketplace mobile app by partnering with design, product managers, engineers, and legal teams

UX Designer (Contract), Moss
November 2023 - March 2024

- Worked closely with startup founders to prioritize and design two new app interfaces from ideation to high-fidelity prototypes in 2.5 months
- Designed a new mobile app for farmers to collect crucial data such as plant count, type, and size, using automated technology in order to improve accuracy and costs
- Designed a desktop app for farmers to visualize collected data, allow for accurate bookkeeping, as well as to make informed and accurate forecasts for agricultural planning
- Created pitch decks to help founders seek additional funding, developed brand identity, and implemented a design system

Associate UX Designer, Lucid Software
August 2022 - October 2023

- Made critical design contributions for the immediate release of Lucid's newest product, Team Spaces, which saw about 15K WAU after beta launch
- Worked closely with 1 design and 2 product directors to design the future vision of Team Spaces via design sprints and daily design critiques, which shaped the Team Spaces roadmap
- Spearheaded the end-to-end design of two new, highly requested features for the core use cases of Team Spaces, balancing SaaS business, engineering, and product needs via cross-functional communication

Skills

Design
User-centered design, interaction design, visual design, UI design, wire framing, prototyping, design storytelling, illustration

User Research
User research, user interviews, usability testing, competitive analysis, journey mapping, personas

Tools
Figma, Adobe Creative Suite (XD, Illustrator, Indesign, Photoshop, Premiere, After Effects), Python, HTML, CSS, Javascript, Confluence

Education

Carnegie Mellon University
B.S. Dual Major Human-Computer Interaction, Cognitive Psychology, Media Design